BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

COVERS XBOX 360®
AND PLAYSTION® COMPUTER
ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE ESRB
MATURE 17+
M

THQ

Written by Off Base Productions

Saints Row 2

Table of Contents

Getting into the Game

The Story So Far 2
Surviving In Stilwater 4

Story Mission Walkthrough

Prologue

Jailbreak 28
Appointed Defender 32
Down Payment 36
Three Kings 38

Sons of Samedi

Got Dust, Will Travel 42
File in the Cake 45
Airborne Assault 48
Veteran Child 50
Burning Down the House 53
Bad Trip 56
Bonding Experience 58
Riot Control 62
Eternal Sunshine 64
Assault on Precinct 31 66
The Shopping Maul 69

The Brotherhood

Down Payment 72
Reunion Tour 74
Waste Not Want Not 76
Red Asphalt 80
Bank Error in Your Favor 82
Thank You and Goodnight 84
Retribution 86
Jail Bait 88
The Enemy of My Enemy 90
The Siege 92
Showdown 96

Ronin

Saint's Seven 98
Laundry Day 100
Road Rage 102
Bleeding Out 104
Orange Threat Level 106
Kanto Connection 108
Visiting Hours 110
Room Service 112
Rest in Peace 114
Good D 117
One Man's Junk 120

Epilogue

Picking a Fight 124
Pyramid Scheme 128
Salting the Earth Again 132
...And a Better Life 134

Strongholds

3rd Street Saints 138
Sons of Samedi 140
The Brotherhood 146
Ronin 154

Activities 162

Diversions 190

Multiplayer Tactics 200

Bonus Material 203

The Story So Far

Welcome back to the lovely city of Stilwater. Seeing as you practically owned the city but several years ago, you should feel quite comfortable.

Things have changed since the night Alderman Hughes, then-candidate for Mayor of Stilwater, asked you to meet him on his yacht. Power has changed hands since the bomb exploded on his boat, sending Hughes to his death and you into a deep coma.

The 3rd Street Saints are now but a distant memory. Each of its former leaders has in some way left the gang, causing it to crumble overnight. Julius Little and Dex disappeared into the shadows the night of the explosion. Johnny Gat, loyal to the end, was apprehended by the police and thrown into jail. He is now awaiting the electric chair for the more than three hundred murders he committed. Finally, Troy Bradshaw, an undercover officer who posed as a loyal lieutenant to the Saints was promoted to Chief of Police soon after the death of the former Chief, Monroe.

The Ultor clothing company has since that time become a mega corporation. Director of Special Projects, Dane Vogel has gone to great lengths to clean up and overhaul the city, particularly Saints Row. Areas that were dangerous in the past are now clean, pristine, and perhaps most importantly, valuable. The commercial industry in Saints Row has sky rocketed as well.

However, there's something amiss within the city. It seems as if Stilwater hasn't transformed so much as simply changed owners. Three new gangs have risen from the streets, gaining more and more power by the moment. Some citizens question Ultor's motives and doubt Chief Bradshaw's character. Drugs, guns, and prostitutes are beginning to rule the city once again.

faction introductions

3rd street saints

In days gone by, the 3rd Street Saints ruled the city of Stilwater with an iron fist, running their crininal empire from their base of operations, Saints Row. All did not go as planned for the Saints, and after the disappearance of the Saints leaders the gang fell into chaos. Taking advantage of the situation, the Stilwater PD was able to make their move and take down the Saints.

Years after the fall of the 3rd Street Saints, they are but a shadow of their former selves. With Stilwater in the hands of the Ultor Corporation, the Saints have all but become a memory.

With violence breaking out and upstart gangs clamoring for territory, the Saints must reunite and stand together to fend off their enemies and rise like a phoenix from the ashes.

sons of samedi

The uncontested monarchs of Caribbean crime, these voodoo-inspired gangsters are set to make a play for complete control over Stilwater. The Sons of Samedi have their hands in some of the vilest exploits in Stilwater.

At the top of the drug trade, the Sons of Samedi have made a name for themselves with the designer drug, Loa Dust. Loa Dust has taken the drug scene by storm, with clients begging for more at every turn.

Attributing their rise to prominence to an adherence of black magic, the Sons of Samedi have been able to win over potential inductees with the promise of easy money and renown for fearlessness.

the brotherhood

The Brotherhood stands as a symbol of fear to the citizens of the city. Spurned by the city's infrastructure, the Brotherhood's members banded together to form a coalition dedicated to righting the wrongs done to them by an elitist community.

The Brotherhood takes what it wants, when it wants it, forgoing any kind of criminal pleasantries in favor of brute force. What they lack in social skills, they make up for with intimidation by plowing through anything or anyone that stands in their way.

Known for their larger-than-life image, intricate tattoos, and excessive brutality, the Brotherhood is a force not to be taken lightly.

ronin

The Ronin's leader, Kazuo Akuji, sent his son Shogo to America in order to lead the Ronin movement across the seas. While they may appear traditional, they shouldn't be mistaken for being entirely honorable. Most of them never hesitate to use automatic weapons to get their way.

While still new to the city, they have expanded their influence with frightening speed. The rapid influx of members to the Ronin has created a web of criminal activity that includes illegal street-racing, prostitution, and gambling.

The Ronin are found in various casinos throughout Stilwater, plotting their next move against rival gangs. Death to their opposition comes quickly, in bright yellow flashes.

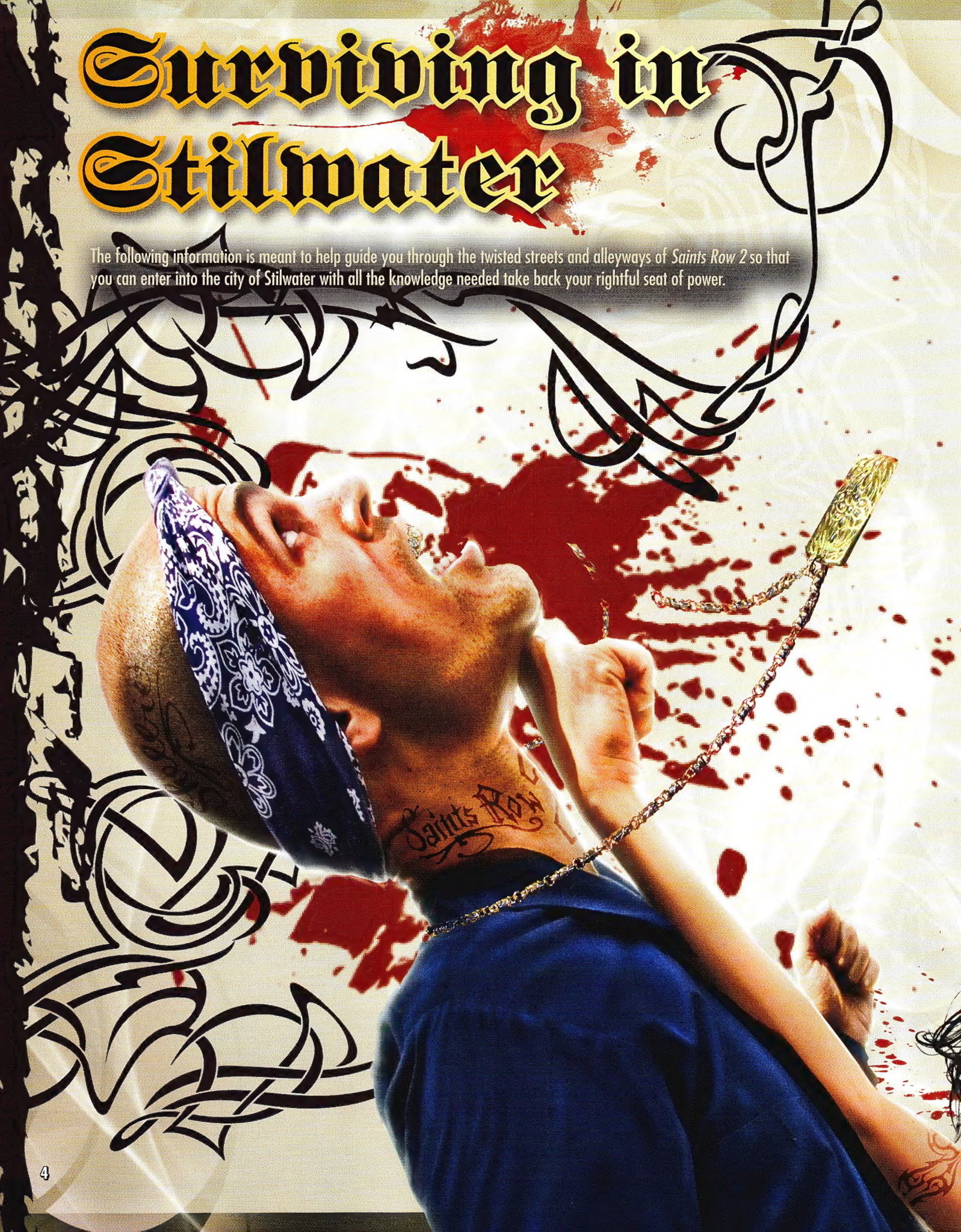
ultor corporation

In the chaos that followed the fall of the 3rd Street Saints, the Ultor Corporation opportunistically leapt into the fray to pick up the pieces. By strong-arming their way from being a simple clothing manufacturer to a mega-corporation, Ultor has funded a beatification project for the city of Stilwater, transforming Saints Row into a booming district.

Dane Vogel, the face of Ultor, has become the hero of Stilwater. Vogel is heralded for his efforts in the urban renewal venture, but there is more to that story than what's on the surface. Vogel has been seen around Stilwater cavorting with members of various gangs. Some believe that Vogel may not be acting with the best interests of the city in mind.

Surviving in Stilwater

The following information is meant to help guide you through the twisted streets and alleyways of *Saints Row 2* so that you can enter into the city of Stilwater with all the knowledge needed take back your rightful seat of power.



gang basics

You can't expect to take over the city if you don't even know how to fire a gun. Visit the Controls option under the Options menu to view and customize your control settings.

Also take note of the Info menu. This is the place to go if you have any questions about what something means in the game or what you're supposed to be doing. It provides information about Objectives, view Activity and Diversion explanations, check your total game progress, and even search the Help menu to read up about any game elements that might not be clear.

customizing your character

Customizing your character is the first thing you do after starting a new game in *Saints Row 2*. There are six categories with a many attributes you have control over: Presets, Body, Face, Hair, Make-Up, and Personality. Some of the choices you can make are your character's sex, race, build, and age. You have the ability to create virtually any character you can conceive.

map/gps

Your map is your best asset. You can set waypoints to any location on the map, then follow the GPS route on your Minimap to get there. The location of Activities, Stores, Missions, and Strongholds are all found by opening the Map menu.

GPS routes also appear during Missions, leading you toward your objectives. If ever you're not sure where to go, there's a good chance that you can find your way by glancing down at the Minimap and checking for directions.

respect

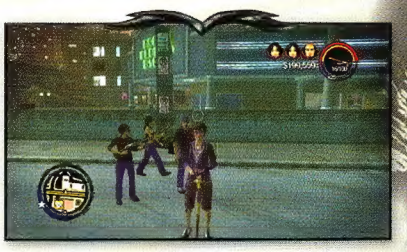
You can't run with a gang if you don't have respect from the thugs within it. Missions and Strongholds both require you to have obtained a certain level of Respect before you can tackle them.

Respect can be earned in a number of ways. Killing gang members, performing driving stunts, diversions, and disposing of civilians in creative ways all provide varying levels of Respect. Completing Activities, however, is the best way to earn the largest amount of Respect at a time. Activities are intended to be your main source of Respect, so don't hesitate to compete in any of the numerous options when you're in need.

Missions require at least one full bar of Respect before you can initiate them, so update your Respect levels periodically in order to advance the storyline.

style

Style is earned through buying new clothes, getting tattoos and piercings, updating your cribs, buying music, and pimping out your car. Each time you purchase an item or upgrade that gives you Style, your Style Rank increases by a specified amount. When enough Style points are accumulated, you upgrade to a higher level. New Style Ranks add a percentage modifier that increases the amount of Respect earned from completing Activities and Diversions.



notoriety

Notoriety comes in two different forms: Gang and Police. Gaining Notoriety with either indicates how aggressively that faction pursues you. Your Notoriety increases when you harm or somehow offend a rival gang, or if you commit a crime near a police officer. Notoriety decreases over time so long as you steer clear of the angered faction.

Also keep in mind that initiating any Missions or Activities automatically resets your Notoriety level, which can be useful when you have S.W.A.T. vehicles chasing you.

gang notoriety

Your level of Gang Notoriety dictates how much you've upset a particular gang at any one time. Killing, taunting, and hurting a rival gang member all contribute to your level of Gang Notoriety.

Sometimes during a mission you may notice that you have a permanent level of Gang Notoriety that does not decrease over time. This is intended as a way to add more challenge to that particular mission, and the effect disappears when you leave the mission.

police notoriety

Much like Gang Notoriety, your Police Notoriety rises if you ever kill, taunt, or harm an officer in any way. However, committing a crime within the vicinity of an officer also earns you Police Notoriety.

stores

There are plenty of outlets in Stilwater yearning for your hard earned cash. Every store has something different to offer, whether it's weapons, food, or even a new outfit to increase your Style.

When entering a store for the first time, a message appears telling you the purpose of that particular shop. You can also view Shopping in the Help menu under the Info tab to find out more information about every kind of store in the game.

consumables

Your health automatically starts to regenerate a few seconds after you take any sort of damage. While this is usually enough to keep you alive during low threat situations, you may need a bigger boost when you're under heavy fire.

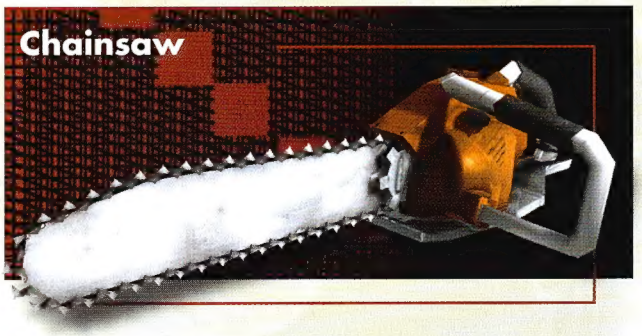
That's where consumables come in handy. Eating any sort of food instantly restores lost health. Consumables with varying degrees of restorative power are available from any Fast Food joint in Stilwater. Fallen enemies occasionally drop food as well.

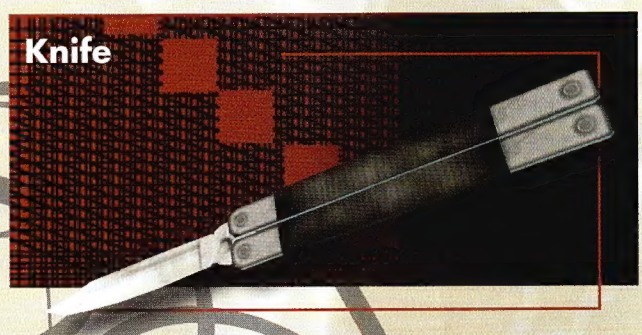
weapons

You need a powerful arsenal if you plan on surviving in these mean streets. Luckily, Stilwater has no shortage of supplies when it comes to tools of destruction.

Each of the weapons listed here are unlocked through the course of the game. Most are available for purchase from your local Friendly Fire or Brass Knuckles, but some of the more creative weaponry is unlocked through other means. See the Unlockable Rewards section of this guide for more information.

melee





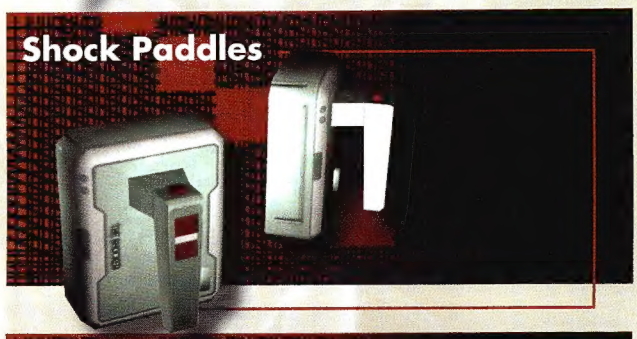
Machete

Night Stick

Pepper Spray

Samurai Sword

Shock Paddles



Sledge Hammer

Stun Gun

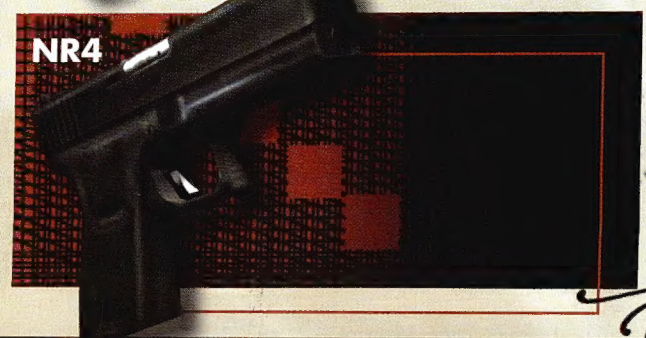
pistols

.44 Shepard

GDHC .50

Kobra

NR4



Vice 9

Submachine Guns

GAL 43

SKR-9 Threat

T3K Urban

Shotguns

12 Gauge

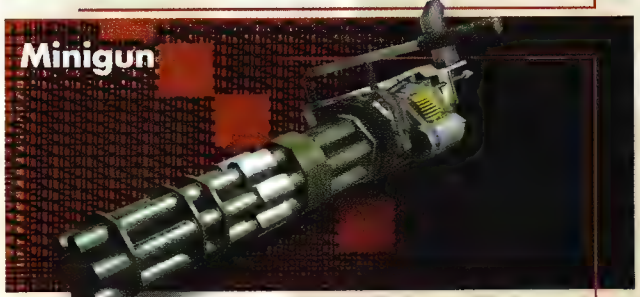
AS14 Hammer

XS-2 Ultimax

Tombstone

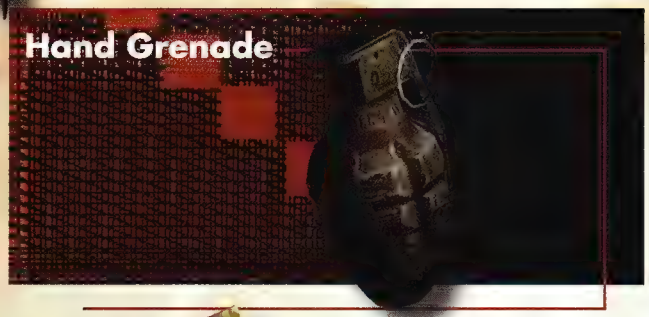
Pimp Cane

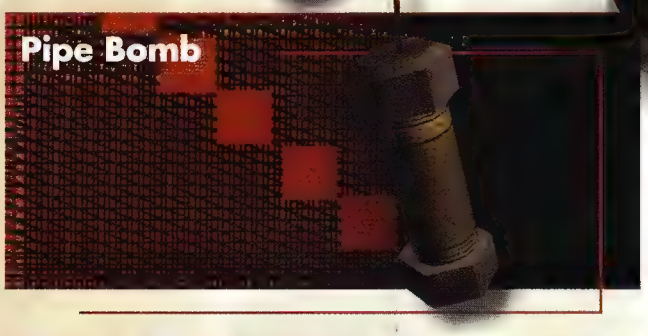
rifles

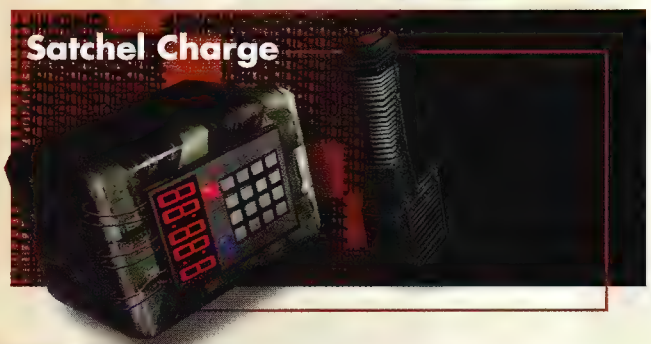


special weapons

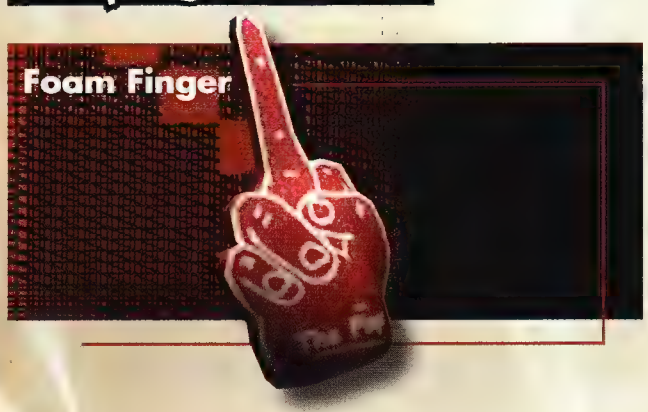
thrown weapons







multiplayer



vehicles

Stilwater is a large city and transportation is necessary to get around. The streets are full of cars, trucks, and buses just waiting to fall into your hands. Most of these rides are found by exploring the city, but some require more diligent work to uncover. See the Unlockable Rewards section of this guide for more information.

Virtually every vehicle you purchase or steal can be tricked out at Rim Jobs for both cosmetic and performance upgrades.

cars

Attrazione

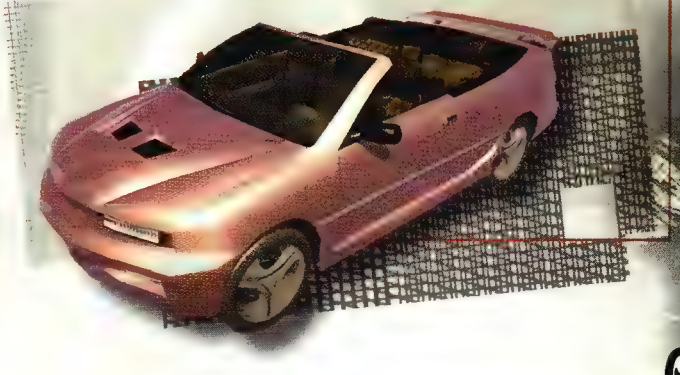
Baron

Bezier

Compton

Bootlegger

Cosmos



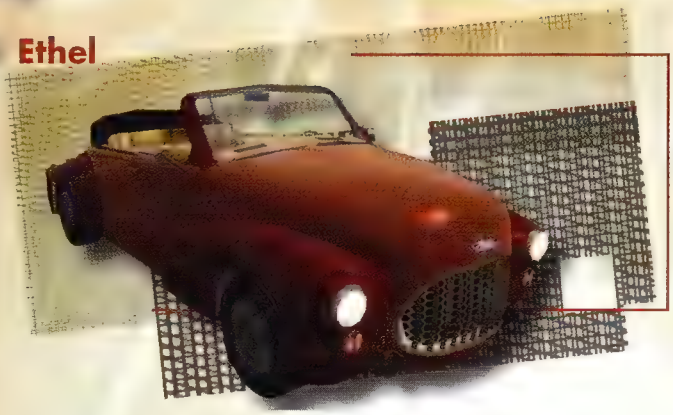
Capshaw

Danville

Churchill

Eiswolf

Ethel



Hammerhead

Five-O

Hayate Z70

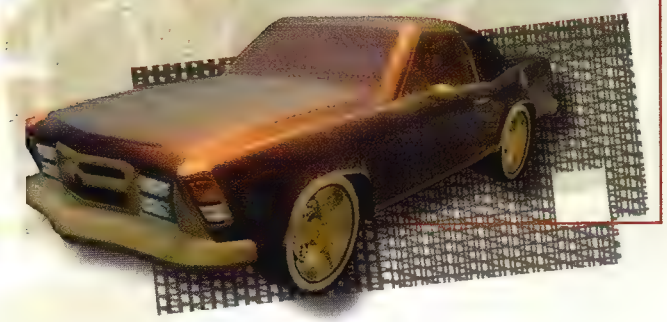
GO!

Hollywood

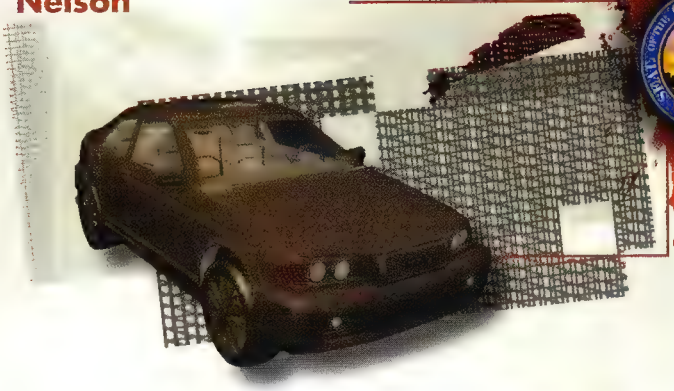
Halberd

Justice

La Fuerza

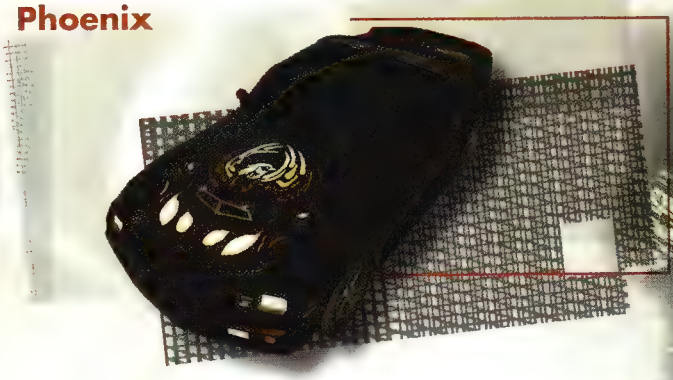


Nelson

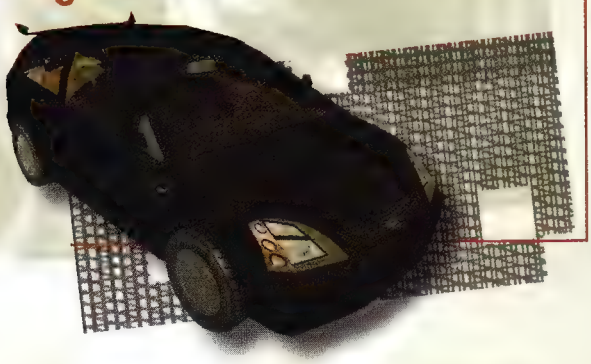


Magma

Phoenix

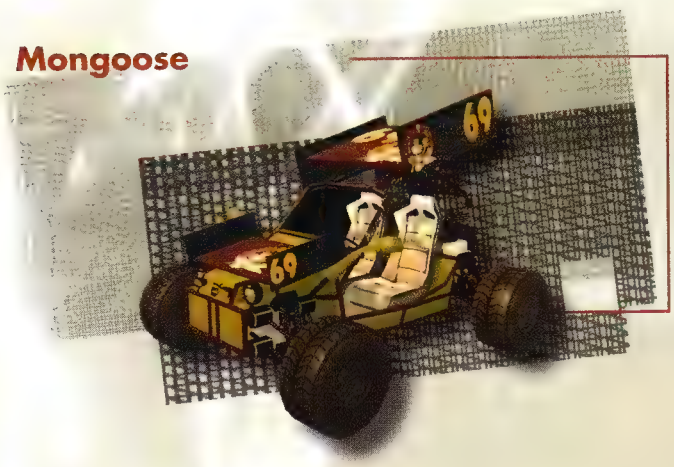


Mockingbird



Raycaster

Mongoose



Socialite

Stiletto

Superiore

Venom Classic

Taxi

Vortex

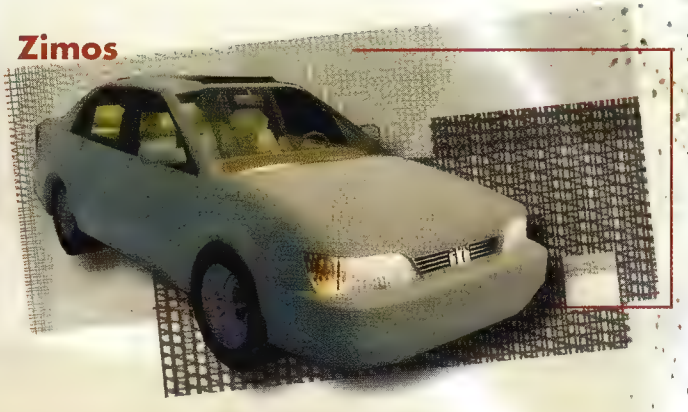
Voxel

Zenith

Wakazashi

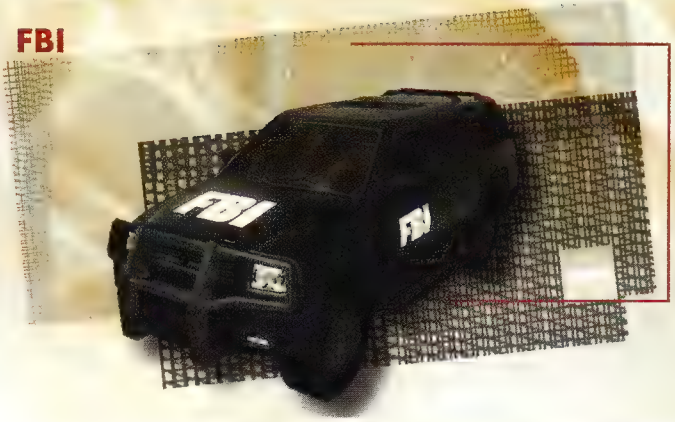
Wellington

Zimos



Zircon

FBI



Zomkah

MAG

SUVS

Alaskan

Nordberg

Bulldog

Quasar

Swindle

Blaze

trucks

Atlasbreaker

Compensator

Betsy

Legion

Mule

Longhauler

Mixmaster

Newman

Peterliner

Thorogood

Septic Avenger

Titan

Shaft

Varsity

Stilwater Municipal

Vans and Wagons

Anchor

Keystone

Topher

Komodo

Voyage

NRG V8

Westbury

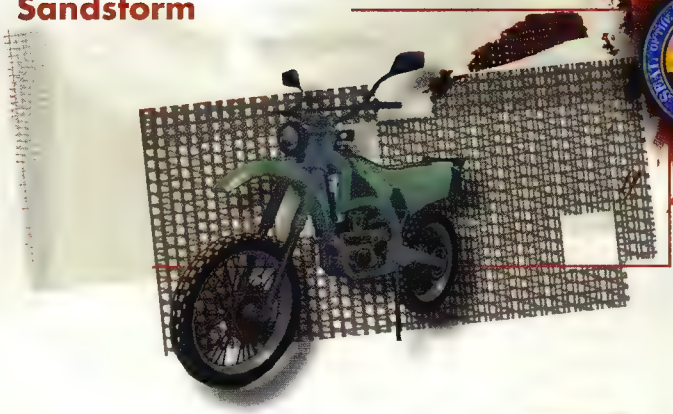
Peacekeeper

motorcycles

Estrada

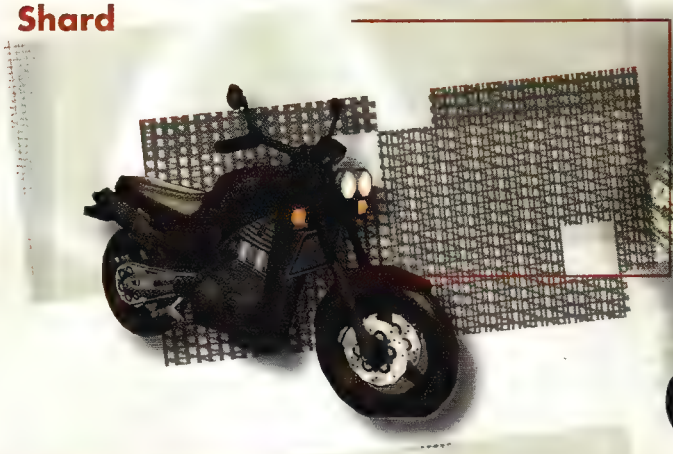
Kaneda

Sandstorm

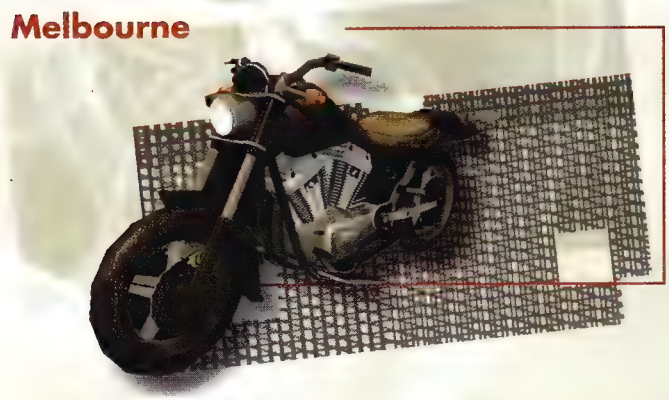


Kenshin

Shard

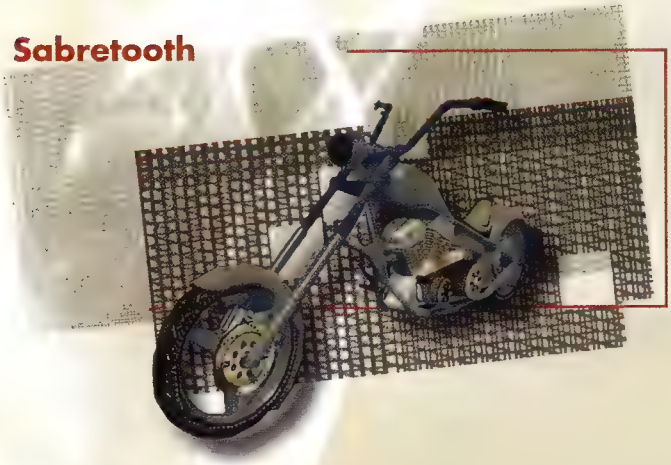


Melbourne

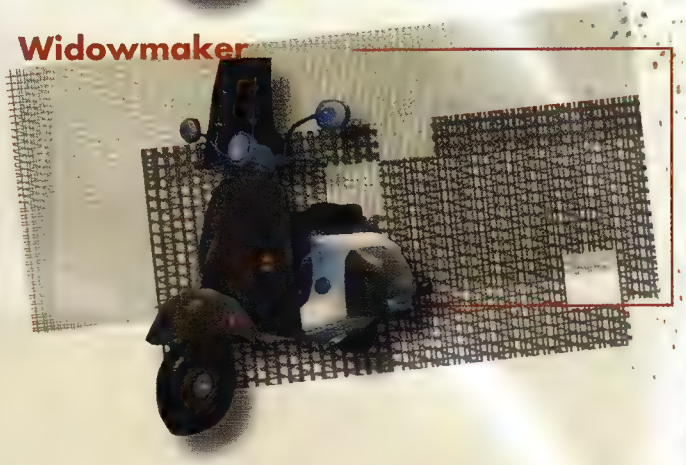


Tetsuo

Sabretooth



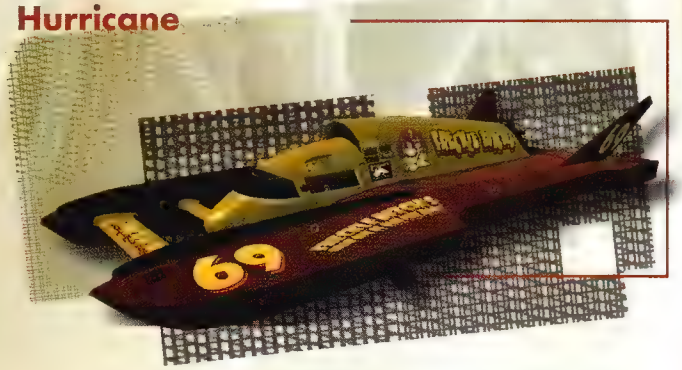
Widowmaker



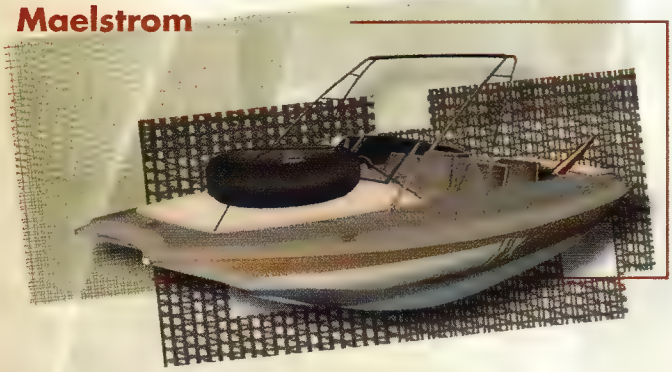
watercraft

Convict

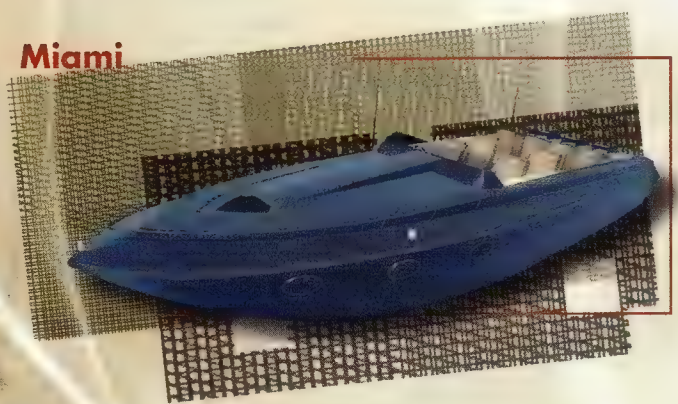
Hurricane



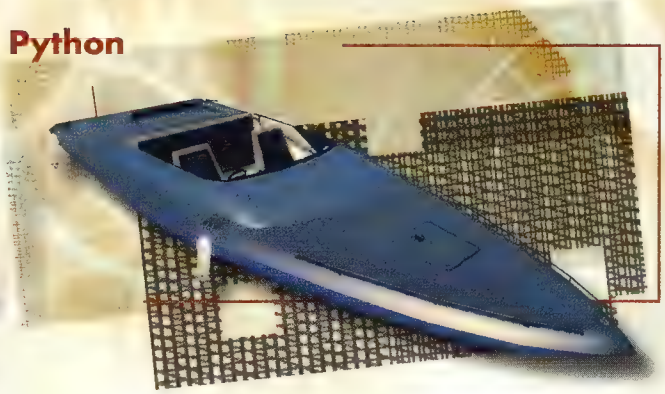
Maelstrom



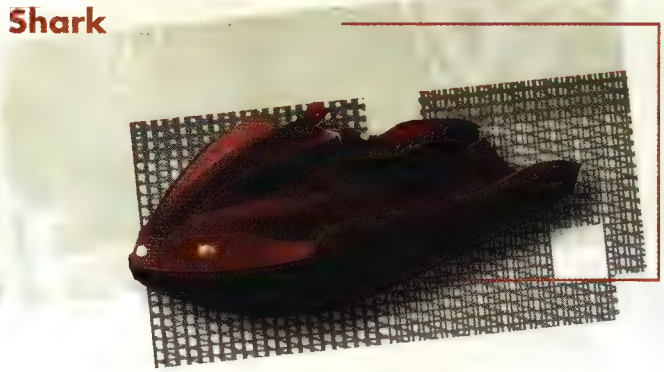
Miami



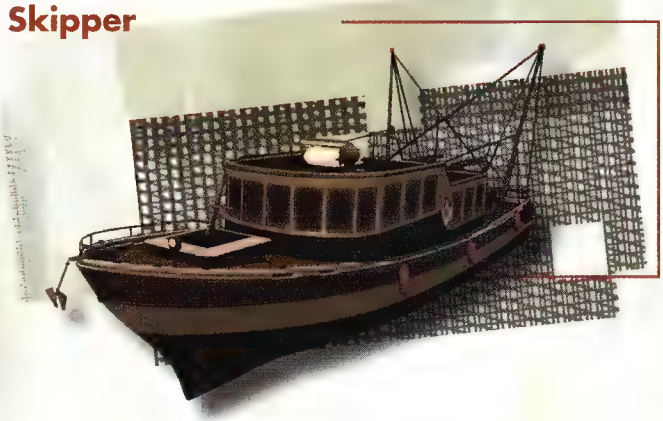
Python



Shark

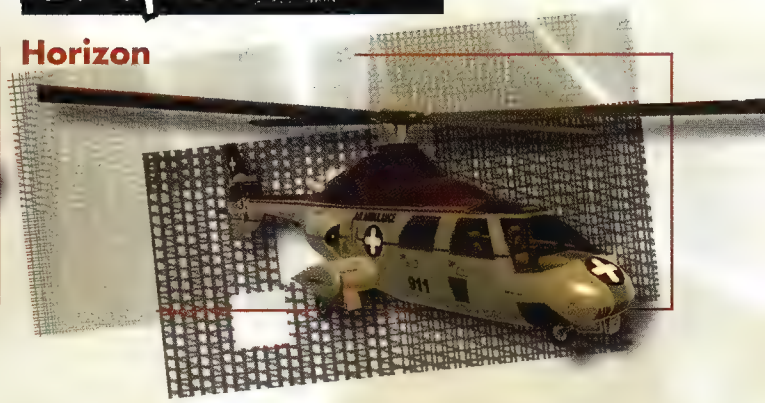


Skipper



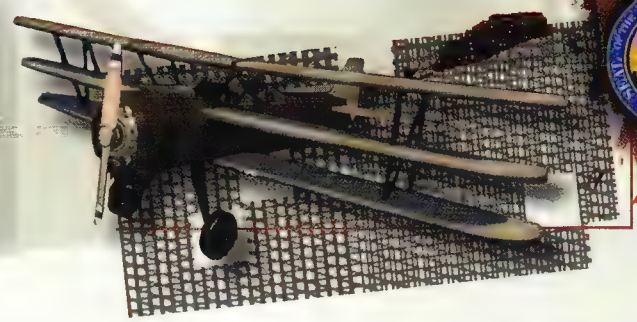
helicopters

Horizon

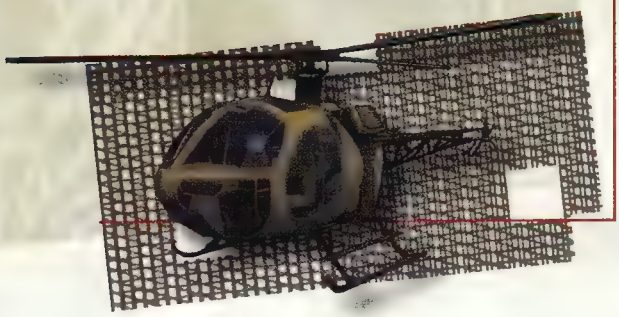


Oppressor

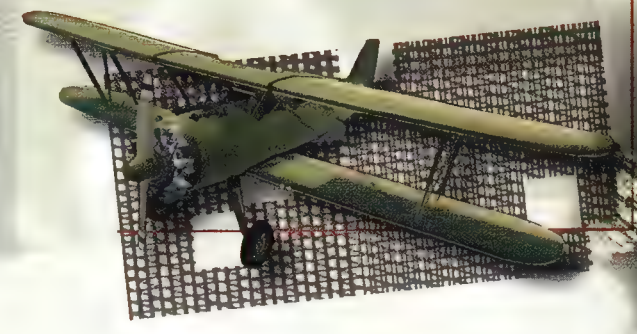
High Rise



Thompson



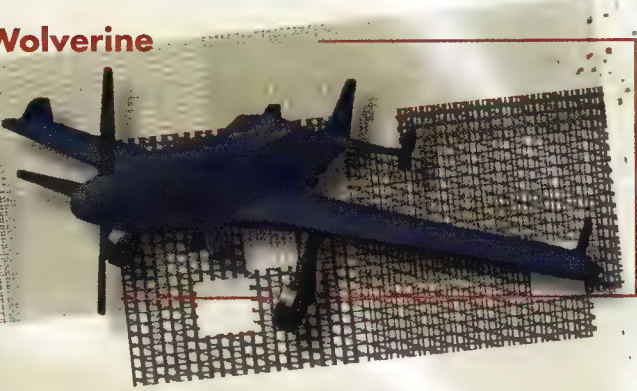
Parrot



Tornado

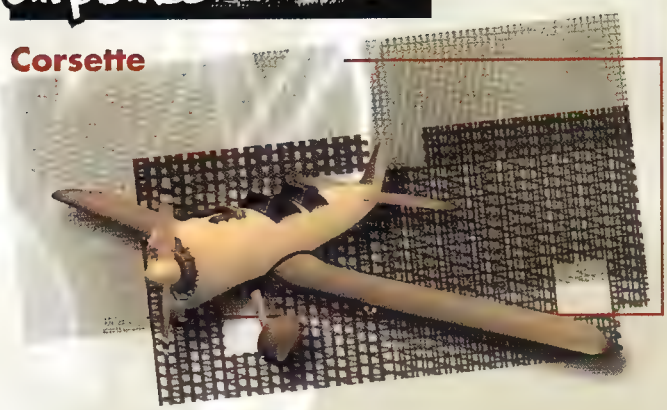
Snipes 57

Wolverine

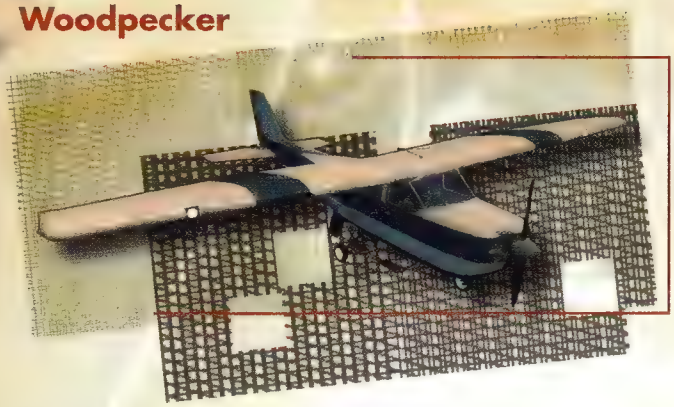


airplanes

Corsette



Woodpecker



Bear

special vehicles

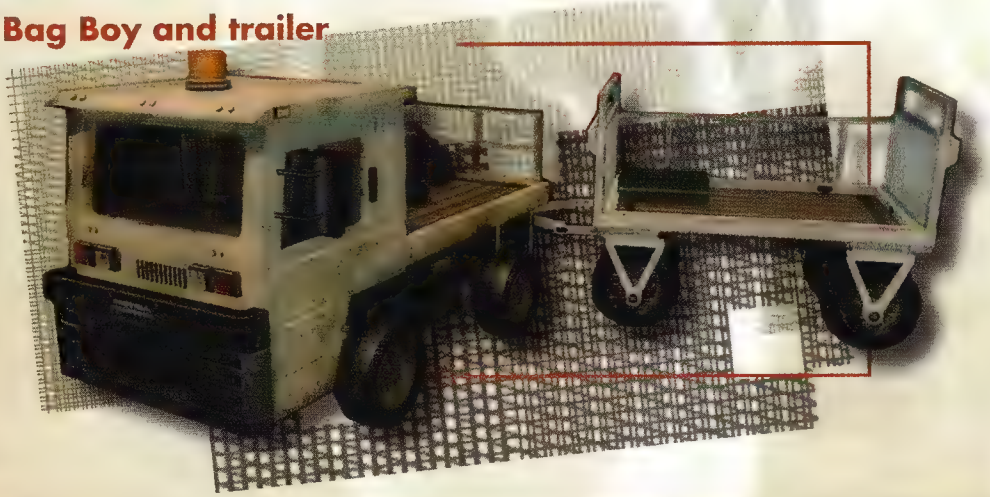
Ambulance

Buffalo

Backhoe

Bulldozer

Bag Boy and trailer

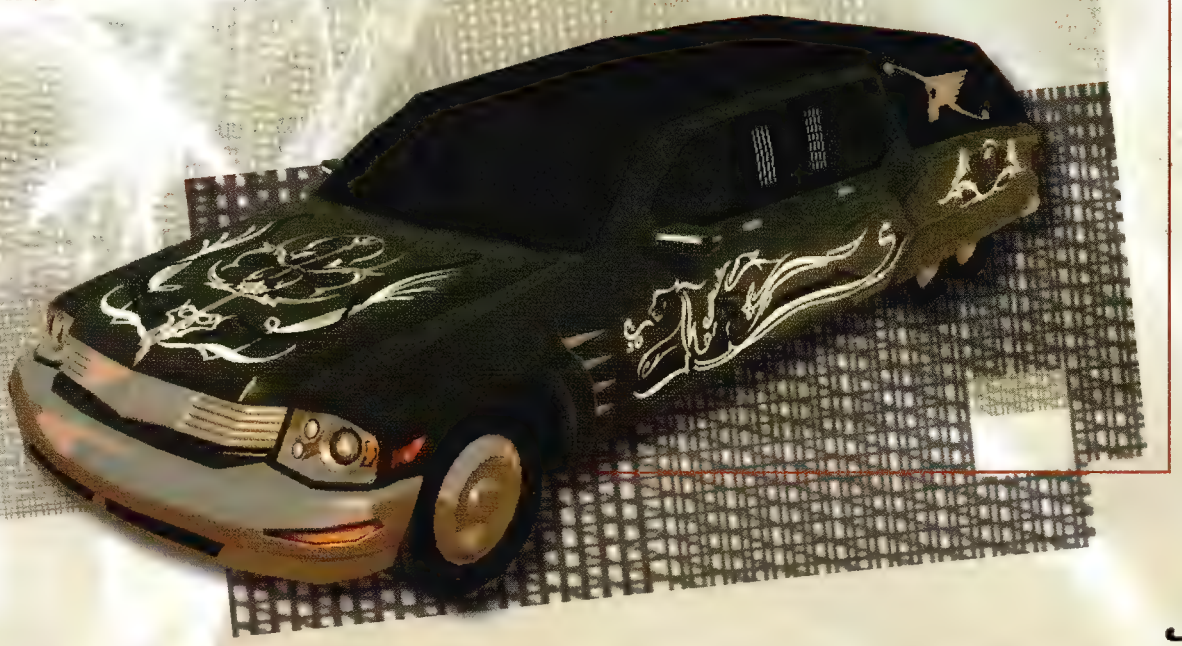


Donovan

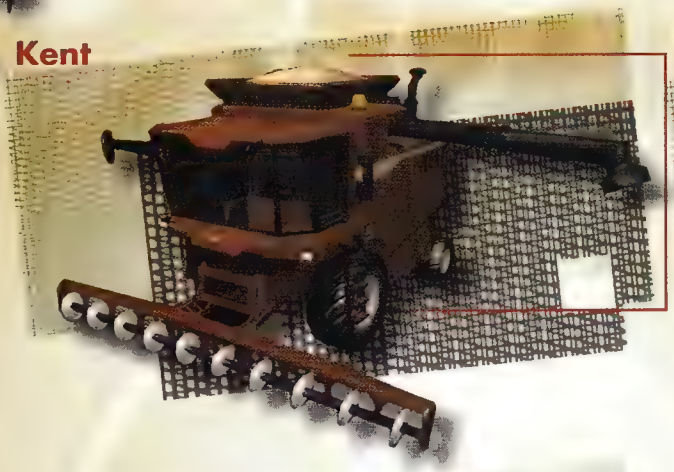
Cheetah

Delivery Truck

Hounfor



Kent



Quota

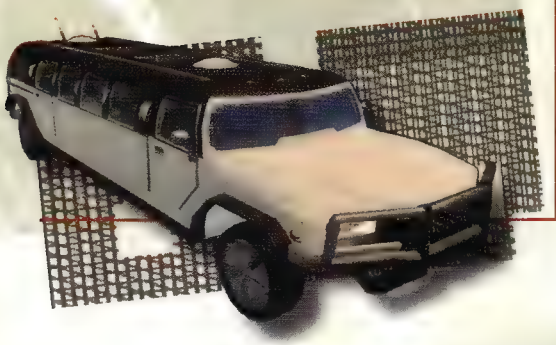
Knoxville

Reaper

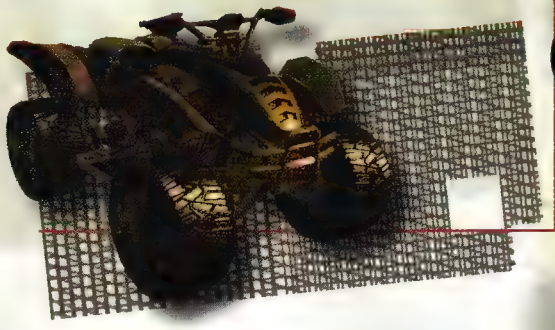
O Ring

Status Quo

The Job

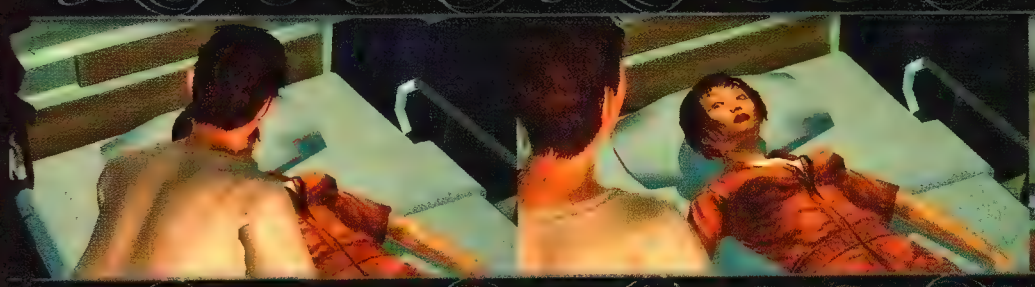


Toad



Jailbreak

Years have passed since the night Alderman Hughes' yacht went up in flames. You've been kept alive inside Stilwater's prison hospital ever since then; unconscious, but alive. However, your slumber is now over.



objective 1

Kill the Doctor

objective 2

Physical Therapy

objective 3

Charging Through

objective 4

Defend the Boat

UNLOCKS

$500

stilwater prison

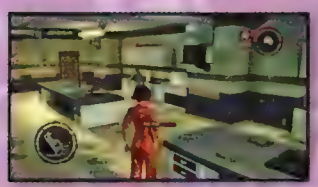
The bandages are off and it's time to act. You're lucky to be alive, but you're still a criminal. If you don't break out now, the rest of your life will be spent in pwrison.

The newcomer claims that he's the brother of a guy who used to be in the Saints and he's here to help you break out. Carlos knows the run down on the prison's layout and has a plan to escape the island via stolen boat. Looks like your only option is to follow along.

Kill the Doctor

Getting up from the hospital bed, you see that the room is clear save a lone and unfortunate doctor.

Approach the doctor and start swinging. String three blows together to land a brutal combo. Don't forget to block if the doctor starts fighting back.



thuggin' 101

A pop-up menu appears on-screen to instruct you in the ways of fist fighting. These appear throughout the game when you come across new gameplay elements.

Watch His Back

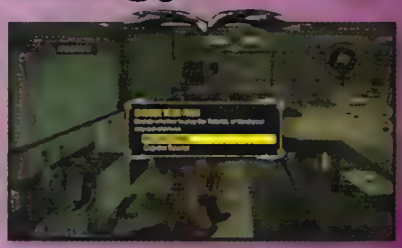
Carlos can't help you break out if he's not with you. Watch out for him and don't let him take too much damage. You have thirty seconds to revive him if he loses all of his health. If you fail to do so, you must restart the mission.

kick 'em while they're down

Opponents always get knocked down at the end of a combo or charged attack. Don't wait for them to get back up. Run up to their fallen body and start stomping on them using the Primary and Secondary Attack buttons.

Physical Therapy

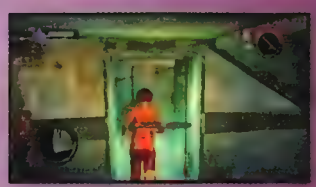
After taking out the doctor, Carlos asks if you want to try to sneak out from the roof or simply bust out the front. If you select "Play the Tutorial," start reading at "Kill the Guards." If you are already familiar with the basics of *Saints Row 2*, select "Skip the Tutorial" to break out of the prison more quickly. Skip ahead to the "Charging Through" section for details.



A nearby door lights up to indicate the way. Approach the door and press the Action button to break through. Use the Action button to break through any doors with the footprint icon.

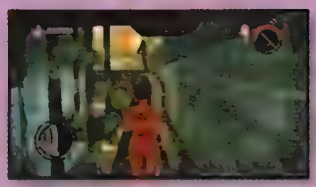
Kill the Guards

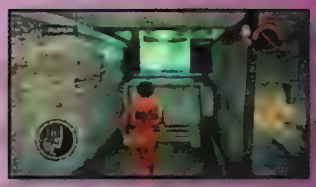
Two cops rush after you and Carlos after breaking through the second door. Waste no time in taking them out— these officers are equipped with Nightsticks. Beat down one of them and equip the **Nightstick** for your own use against the other. Follow Carlos through the door on the other side of the staircase.



Follow Carlos to the Roof

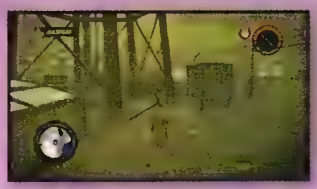
Jump up onto the pipes and run across, jumping up again and then turning to follow him. Continue to follow Carlos to the A/C vents ahead. Crouch underneath and continue forward. Keep running along the path until you find the ceiling exit leading onto the roof.





Kill the Guard and Take His Gun

A lone guard stands on the roof with his back to the ceiling exit. Walk up behind the guard and start swinging the Nightstick. Pick up the **NR4 pistol** for some added protection.



Travel Across the Roof

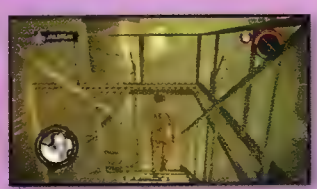
While it may be tempting to take the pistol and start blasting the nearby guards, it's not exactly a safe bet. Firing the gun sets off the alarms which calls in more guards and an attack helicopter. Stepping into any spotlights has the same effect so remain in the shadows.

Keep the Nightstick equipped and continue along the rooftops, clubbing any guards along the way.

two is better than one

You're given the choice to dual-wield the NR4 pistols once another is dropped. Two guns mean twice the firepower and less time spent on reloading. Pick up the second one when it appears.

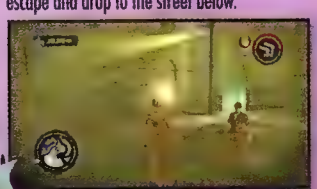
After you've reached the other side of the rooftop, run through the archway in the chain fence and down the stairs to the next area. Continue down the second set of stairs and take out the nearby officer before you're noticed.



Keep running, thankful that you don't need to worry about spotlights in this area. Descend the staircase ahead to arrive at the last rooftop.

Carlos breathes a sigh of relief now that the two of you have escaped unscathed. However, before you have the chance to fully express your gratitude, the police spot the both of you and alarms begin to sound.

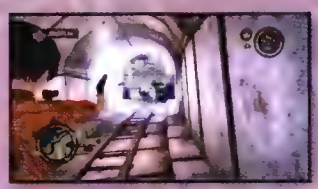
Take out your guns and shoot the police helicopter on the other side of the fence. Descend the fire escape and drop to the street below.



Get to the Dock

You and Carlos must reach the docks to escape the prison island, but there's practically an army of police officers blocking the path. Luckily, there's a much safer route to the docks than the police-filled main road. Instead of following the street outside the prison, turn around and descend the small staircase leading underneath the building and kick open the door below.

Get to the bottom of the staircase and head toward the mine cart below. Run down the track past the cart and shoot the exploding barrel in front of the metal gate at the end.



Now here comes the good part. Dive into the water and start swimming to the left. Instead of fighting an army of angry police officers, avoid them all by swimming around the perimeter of the island to reach the dock with your getaway boat.

Step Into the Light

Climb up to the dock when you reach the checkpoint by the boat. Step into the checkpoint to start the next part of the mission.

skipping around

The next section, "Charging Through," explains how to complete the first section of this mission if you chose "Skip the Tutorial." For instructions on the next step, skip ahead to the "Defend the Boat" section.

Charging Through

If you chose to "Skip the Tutorial" after waking up from your coma, then you've come to the right place. Head over to the lit double doors and bust them open.

The alarm immediately begins to sound and cops start pouring in to keep you from escaping. Sadly for them, fighting for your life is not a new concept. Take them out and equip their weapons for your own use.

Avoid busting through the double doors to the right for now and instead head through the gate the officers came from.

Run through the hallway and up the stairs, pumping lead into any guard that gets in the way. Once the room is cleared, run up the second set of stairs and shoot the officers stationed there. Behind the nearby door is a nice weapons cache.

Grab the weapons and backtrack to the jail cells below where you were first attacked by the guards. Break through the double doors and into the holding area beyond. Continue past the holding room and take a deep breath— the next door leads to the outside.

Get to the Dock

Kick open the door and rush outside. A swarm of prison guards are on the staircase. Take care of them, and watch out above!

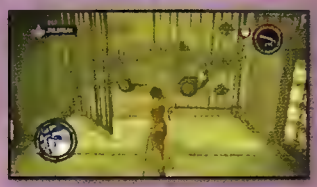
UP IN THE SKY!

There's a police chopper in the sky. Pull out your newly acquired assault rifle and target the engine. Use your pistols if there aren't enough rounds in the rifle.

Run down the stairs to street level and turn toward the prison's entrance gate, guns in hand. A police car comes crashing through when you get close to the gate. Fire some rounds into the engine to take out the car and the cops along with it.

Keep pushing forward toward the front gate. Guards surround you as you exit the prison facility. They sometimes throw stun grenades that disorient you for a few seconds, leaving you open to enemy fire.

Don't head down the main road after clearing out the area. Instead, jump over the cinderblock in front of the gated entrance to the mansion nearby and run through the gates.



Run around to the back of the house and shoot the guards there. When the coast is clear, continue through the side gate on the right. Follow the path down toward the dock, blasting the remaining guards along the way. Keep an eye on the rocks to the side—the guards perched there can easily go unnoticed.

Break through the fence at the end of the trail and terminate the guards in the area. If they group too close to the police cars, aim for the engine and try to cause an explosion. After you've killed all the guards, turn toward the dock and run into the lit checkpoint.

Defend the Boat

Carlos takes the driver's seat, so it's up to you to pick up the gun in back and dispose of any would-be attackers. Mind your surroundings and shoot at the closest attackers first since they pose the most danger. Keep your eyes in the sky and across the sea as boats and helicopters alike start attacking.

Keep the bullets flying as you speed further away from the island. Don't let any helicopters get close enough to take shots at you.

You reach the Stilwater docks after a successful escape, ready to join the rest of the Saints. That's when Carlos dishes out the bad news: the gang disbanded after your apparent demise. The clothing mega-corporation Ultor cleaned up Stilwater after the incident and their renovations can be seen everywhere in the city. What's more is that three new gangs have risen to power since you've been unconscious— the Brotherhood, the Ronin, and the Sons of Samedi.

Carlos suggests that you go grab a drink and soak up all the information. You must learn everything that's going on in Stilwater if you plan on rising back to the top.

Appointed Defender

You were out of the loop for some time now, and Stilwater has changed. If the Saints are going to get back together, you need to know the situation.

Objective 1
Buy New Clothes at Sloppy Seconds

Objective 2
Head to Tee 'N Ay

Objective 3
Save Johnny

UNLOCKS

$500
Red Light Apartment Crib

fresh beginnings

Look for the first Mission marker on the Minimap. Walk toward the icon to find a Fleur de Lys, the Saints's gang symbol. Walk toward it and press the Action button to begin your first mission on the mainland.

Buy New Clothes at Sloppy Seconds

Considering you just broke out of a high-security prison, it's in your best interest to change out of the prison duds. Your first task in Stilwater is to shed the orange jumpsuit and grab some new clothes.

it's all up to you

Don't forget that while playing "Saints Row 2", you aren't required to play any missions until you feel like it. If you'd like to explore the new Stilwater before buying clothes, maybe making some money off unfortunate victims along the way, then go for it. Just remember that you do need to come back and complete the mission if you want to advance the storyline.

Open up the Map Screen. The GPS shows that the clothing store isn't far, but why not snag a ride anyway? By running up to a car (preferably not moving unless you'd like to become part of a concrete sandwich) and pressing the Action button, you toss the driver aside and take the wheel. Unless you feel like getting in a car chase, avoid doing this when cops are around.

hot fuzz

Keep in mind that any cops who notice you steal a car, rob a store, or kill or hurt anybody give chase immediately. As you cause more destruction, your level of Police Notoriety rises, indicating the fervor with which they pursue you, to the extent of calling in roadblocks, helicopters and other nasty obstacles.

Follow the GPS route until you arrive at the clothing store. Approach the counter and press the Action button to purchase clothing.

style up

Each article of clothing you purchase nets you a different number of Style points. If you can afford it, try to buy clothing that gives the most number of Style points in order to increase your Style level more quickly.

Head to Tee 'N Ay

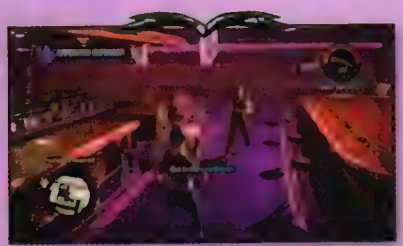
Now that you're dressed a little more appropriately, it's time to grab a beer at the local watering hole, Tee'N Ay. Jump back into a vehicle and follow the GPS route there. Head to Tee 'N Ay

Sitting down for a drink, you hear a TV program about Johnny Gat's upcoming Death row trial. The former Saints thug has been accused of an assassination attempt on the Chief of Police, Troy Bradshaw, as well as 387 counts of first degree murder. In other words, if he's found guilty, Gat's life is over. Seeing as this is his last appeal, it's up to you to break him out of this mess.

johnny gat

Johnny was with the Saints from the beginning. He used to help run operations in the city before getting thrown into prison, so his loyalty isn't in question. His assistance in reforming the Saints would be instrumental to the gang's success.

Before setting out to the courthouse, you have something more immediate to attend. Some Brotherhood gang members have formed together to try to remove you from the bar. Shoot the thugs, then walk out toward the front entrance, taking out the other two gang members that come rushing in from outside to try to stop you.



Save Johnny

The moment you step outside Tee 'N Ay, a four minute timer commences, marking the moment Gat's trial ends. There's a ride waiting in the parking lot to the left. Run over and hop into the vehicle.

Speed to the courthouse. There's no time to waste, so just stick to the GPS route and get to your destination right away.

Not only do you need to speed to the courthouse as quickly as possible to free Gat, but also to outrun the Brotherhood. After fighting their thugs at the bar, a few of them jump into a car and race after you, shooting when they get in range.

Free Johnny Gat

Put away your guns when you arrive at the courthouse and head upstairs to the trial.

Johnny is berating the judge, refusing to go out with a whimper. However, before the judge ends the trial, you break down the door, just in time to save your old friend.

Johnny joins up so you can escape together, so keep him alive to avoid a mission failure. Run toward the courtroom's exit and equip a good weapon—the cops are a bit upset about losing one of Stilwater's most notorious killers.

Race down the hallway outside and shoot any guards blocking the path. Stop for a moment to look down on the first floor and eliminate the security down there while you have the height advantage.

take a hostage

If the courthouse starts to get a little too hot for you to handle, you can always grab a guard or civilian as hostage. Guards and police officers won't shoot directly at you when you're carrying a hostage, but you're free to fire at will.

Run into the courtroom ahead and shoot down the resistance. Looks like Gat's judge had no plans to simply run away, she's in the back of the room pumping shotgun shells at both of you. Put a bullet in her head and proceed into the next room.

Continue forward and run down the following hallway until you reach a set of stairs. Run down the stairs and take out the guards below.

make a withdrawal

See that ATM at the bottom of the stairs? Take out your melee weapon and whack away at it until it spits out a nice wad of cash. Free money!

Turn the corner (there's another ATM!) and prepare for some fierce resistance. The big boys from S.W.A.T. have been called in, equipped with bulletproof vests and stun grenades. Keep your distance and shoot from behind cover to avoid their heavy firepower.

Walk up to the front entrance and exit the building when the courthouse's final defense has been eliminated.

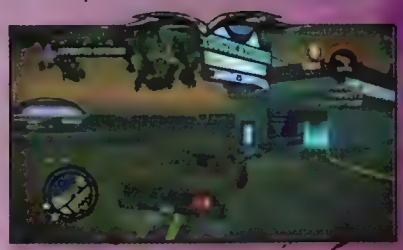
Forgive and Forget

Media and police are waiting outside the front door. All this attention can lead to nowhere but trouble, so you must find a way to get back on the down low. You are given the task to head to Forgive and Forget, a drive-thru confessional that absolves you of all Gang and Police Notoriety for a small fee.

Johnny gives you the scoop on the way about what's been going on in Stilwater since you were knocked out in a coma.

He's still with Aisha, who actually faked her death. The Chief of Police is now obsessed with finding out just what happened that night on Alderman's yacht.

Once you get to Forgive and Forget, drive through the middle and stop inside the lit checkpoint. For a small fee, all your notoriety disappears, leaving you free to escape with Johnny free of police interference.



Take Gat to Aisha's House

With Gat free from the clutches of Stilwater's prison system, it's time to get down to business. Follow the GPS route to Aisha's house, a good place to lay low and figure out the next course of action.

Your first crib, the Red Light Apartment Crib, becomes available for your personal use after successfully completing the mission.

cribs

In addition to being a good place to avoid heat, Cribs are used to access your weapons, clothes, and cash. Customize it to earn Style points.

Down Payment

You and Johnny Gat meet up again at Aisha's place to ponder the next step in bringing the 3rd Street Saints back to power in Stilwater. While your initial plan is to get a crew together and use Aisha's home as a base of operations, she isn't interested in opening her house for gang meetings. That means the first portion of the plan is to find a new pad.

Objective 1
Drive Gat to the Abandoned Mission

Objective 2
Make Your Way Underground

Objective 3
Kill the Samedi

Objective 4
Destroy the Shanties

Objective 5
Kill the Remaining Bums

UNLOCKS

$1,000
Old Stilwater neighborhood
Saints Hideout

eviction notice

Time spent looking for a place to set up shop means time wasted planning the city takeover, so you must find a home for the gang as quickly as possible. Luckily, Johnny seems to have one in mind.

Drive Gat to the Abandoned Mission

Hop in the car sitting on Aisha's driveway and head to the Mission marker. While driving, Gat informs you that there's an abandoned hotel underneath an old mission in the Red Light District that would work out perfectly for the gang's meeting place. You just need to evict the current tenants first.

Make Your Way Underground

Once you arrive at the abandoned Mission, walk through the front entrance and follow the waypoints into the room on the left.

Run down the nearby staircase and continue down the following staircases until you reach the next checkpoint leading into the abandoned hotel.

Kill the Samedi

Looks like your rival gang, the Samedi, have already taken up residence within the abandoned hotel.

There are fourteen Samedi gang members occupying the hotel, and every one of them needs to be taken out before you can settle in to your new digs.

co-operate

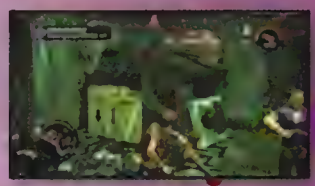
If you are playing cooperatively, this is the perfect time to split up and spread out across the hotel. This allows you to cover more ground together and quickly take down the Samedi.

The fourteen Samedi that need to be killed all show up as red markers on the Minimap. Fall back if at any time your life begins to run low. This allows you to regenerate health and run back into the action at full strength.

Destroy the Shanties

Once the tenants have been removed, you must clear out their homes to ensure that none return. Their shanties must all be destroyed, leaving the abandoned hotel open for new owners.

All the shanties are on the bottom floor. The easiest way to destroy them is to grab nearby people and toss them into the shabby homes.



Kill the Remaining Bums

The place is looking more vacant by the second, but there's still a crowd of bums clogging up the place. Give them the same lesson you just shared with the Samedi and gun down the loiterers!

While it's not exactly luxurious, the Saints finally have a place to call home. You and Gat have work ahead of you, but with a base of operations secured, you can finally get down to some real business.

Mission complete! You marked your first territory in Stilwater and now have ownership over the Old Stilwater neighborhood. The hotel you just cleared now belongs to the Saints and acts as a base of operations from this point forward.

neighborhoods

At the end of some missions, the Saints acquire ownership of a neighborhood. Owned neighborhoods earn money every day, providing a constant stream of income.

Saints Hideout

Now that the Saints have their own spot on the map, you can really start building up your gang presence. Within the Saints hideout, you have the ability to customize your gang's style, tag, sign, and vehicles. Just like in your Crib, you can also access your wardrobe, weapons cache, and take out money from your stash.

Three Kings

Now that you and Gat have a hideout, you need to get together a gang to inhabit it. You mention Carlos who helped you bust out of prison, and Gat thinks he can make some calls to some rough guys he met in jail, but you must show them what the 3rd Street Saints are all about if you expect any to join.

recruitment time

If there's one place where you can find easily persuaded youth to join the Saints, promising them glory and combat, it's the suburbs.

Go to the Suburbs and Recruit

Head outside the Saints hideout and grab a ride. Follow the GPS route toward the suburbs where you hope to start recruiting.

Recruit Lieutenants for the Saints

When you arrive at the suburbs, you're given the task to find and recruit lieutenants for the Saints. Several spots show up on the Minimap indicating where you can find the potential recruits.

CARLOS

Check your map and head toward the recruit waiting at Rim Jobs.

You find Carlos, the one who helped you break out of Stilwater prison, waiting out front. He's enthusiastic about joining the Saints, but has one request before he signs up. A buddy of his owes him some money, but it's not showing up. He wants you to hop in his tow truck with him and repossess the guy's car as incentive.

Once inside the tow truck, follow the GPS route to the friend's car. The car is actually a hearse, and it's sitting inside the cemetery waiting near an ongoing funeral. Wrong place, wrong time—you need to build up a gang and so these people better move out or get run over, because you're taking that vehicle.

Drive up in front of the hearse and slowly back up, following the onscreen button prompt to hike up the hearse onto the back of the tow truck.

You immediately gain a single star of Police Notoriety once the car is hitched, so you need to get back to Rim Jobs as quickly as possible.

JUNK IN THE TRUNK

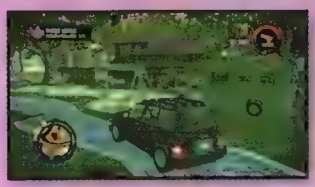
The added weight of the hearse affects the way the tow truck steers. Try not to make too many wide turns or you could easily spin out of control. Additionally, if the car takes too much damage and explodes, the mission is a failure.

Pull up in front of Rim Job's garage and back the car into the checkpoint. Once the hearse is safely parked in front of the shop, Carlos pledges his allegiance to the Saints.

PIERCE

Head east of Rim Jobs to find the next recruit, Pierce. His request is quite simple—kill some Ronin. The locations of the Ronin you need to kill appear on the Minimap.

Drive around to the groups of Ronin in the suburbs and gun them down. Pierce is there with you, and he helps eliminate them.



quick and easy

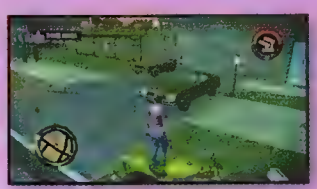
As you start killing Ronin, your Gang Notoriety with them begins to grow. Try to get through the killings as quickly as possible, because Ronin start hunting you down once the shooting begins. The longer you take to dispatch the groups of Ronin, the longer you must deal with them on your back.

Pierce acknowledges his allegiance to the Saints after handling all the Ronin.

SHAUNDI

You now have two recruits under your belt, already doubling your gang's size. Don't rest on your laurels just yet! There's still one more potential recruit to visit.

Shaundi's a bit of an adrenaline junkie, and doesn't want to join the Saints until she's convinced they can keep her entertained.



Show her a good time and hit the jumps. Leave your current vehicle and hop into one of the speedy cars in her driveway. Follow the waypoint on the Minimap to find the first one. When you arrive, a large marker highlights the jump's location.

Position your car at the top of the hill and slam down on the gas pedal, speeding down the hill and flying off the ramp over the water.

stunt jumps

After completing the first Stunt Jump, a message pops up telling you to find all of the Stunt Jumps in Stilwater for a special reward.

Consult the 'Stunt Jumps' section of this guide for a help in discovering them all.

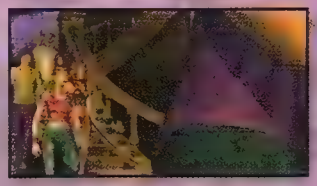
Drive to the next jump and position your car before the half pipe tunnel. Hit the throttle and speed through the tunnel and up the dirt ramp.

The next jump is ahead of the last one, but most likely your speed won't be quick enough to get up and over the ramp. Back up against the landing of the previous ramp and speed forward to make the jump.

After launching off the third ramp, the screen fades, with you, Carlos, Pierce, and Shaundi returning to the Saints hideout.

Prologue

Gat's already at work initiating his new recruits, watching gleefully as the rookies duke it out with one another. You cut them off and take the stand to announce the need for the Saints to own the streets again, but you need help. You assign Carlos to gain info on the Brotherhood, Pierce to gain info on the Ronin, and Shaundi on the Sons of Samedi. These gangs need to be shut down if the Saints plan on regaining power in Stilwater.



Got Dust, Will Travel

Shaundi comes up to you with a new drug. An odd way to take a drug, but it seems to work well. It's called Loa Dust, and it's the hottest drug in Stilwater, as well as the main source of income for the Sons of Samedi.

objective 1

Drive to the University

objective 2

Kill the Dealers

objective 3

Kill Mr. Gabby

objective 4

Meet Shaundi

UNLOCKS

$1,000

Frat Row neighborhood

back to school

According to Shaundi, Loa Dust is a huge hit at the University. If you could get your hands on a few pounds, the Saints could find out how to make the stuff and sell it for a lower price, essentially robbing the Samedi of their income.

Drive to the University

Jump in the car waiting outside and head over to the University. Just as you pull out of the hideout, Shaundi calls and warns you to be careful at the University. The Sons of Samedi are a fierce bunch.

a friend for the ride

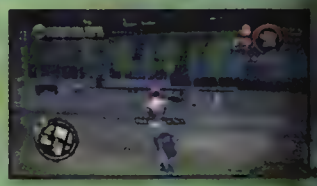
If you feel like taking a homie along with you, it's a good idea to grab one before leaving the hideout. Remember that having one around means twice the firepower in combat. Just don't forget to protect them and revive them should they get knocked out.

Kill the Dealers

Once you arrive at the school, go around the campus and kill the Samedi dealers in hopes of grabbing a sample from them. Follow the GPS route to the north side of campus and shoot down the dealers there until one of them drops a package of **Loa Dust**.

Head to the Parking Lot

The next package of Loa Dust comes from the dealers found in a parking lot north of the University. Hop in a vehicle and drive up to their location. Fill them with lead until another package of Loa Dust drops.



Kill Mr. Gabby

After picking up the second package, Shaundi gives you a call and tells you about Mr. Gabby, a big moneymaker for the Samedi. It's up to you to chase him down and pry the last package of Loa Dust away from his dead hands.

vroom!

If you're not in one already, now is the time to go steal a fast car. Mr. Gabby doesn't own a very quick one, so grabbing a speedy one for yourself puts the pursuit into your favor.

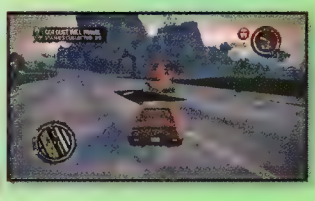
Once you arrive at Gabby's location, he speeds away in his car, starting a high-speed chase. Once the chase begins, speed up behind him and ram into one of his car's rear corners, spinning him out of control.

Keep this up until Gabby crashes into something, all the while pumping his car with bullets. Aim for the engine, tires, or even straight into the driver's side window if possible.

STAY ON HIM!

If Gabby speeds ahead before you have the chance to take him out, stay on his tail. If he gets too far ahead, a 30 second timer begins to count down and you have until then to catch up, or you the fail the mission.

Combine shooting and ramming until either Gabby himself is shot dead or his car gets too damaged and explodes. Once he's been taken care of, the third and final package drops onto the ground. Secure the Loa Dust immediately.



Meet Shaundi

Shaundi calls and asks to meet up so she can analyze the drug. Follow the GPS route to her location, avoiding or taking out the Samedi cars giving chase on the way.

Until you meet up with Shaundi, you are stuck with two levels of Sons of Samedi Gang Notoriety. Every few moments, a Samedi gang car gives chase. You can either try to outrun them or blast them so they can't follow.

co-operate

The longer Shaundi has to wait to test out the Loa Dust, the longer until the Saints can start selling it for profit. If you're playing with a friend, have the driver concentrate on getting to Shaundi while the other pelts the incoming Samedi with bullets.

When you arrive at the meeting place, a cinematic takes place showing three Samedi driving through the streets. A man named the General asks one his street hustlers, known as DJ Veteran Child, for the day's drug money. He starts asking the hustler questions once he realizes that the payment seems to be lighter than it should be.

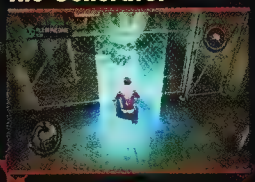
Veteran Child explains that he couldn't get a hold of some of his dealers. The General and his assistant, Mr. Sunshine, make clear to Veteran Child that his dealers need to be taught a lesson. Unless, of course, they are dead, which brings up an entirely new set of problems.

File in the Cake

Apparently the Loa Dust is too complex for Shaundi to figure out the ingredients. However, she knows somebody who can. Problem is the woman, Laura, is in prison, meaning you need to break her out. Shaundi brought along one of her connections who provides a bomb for you to help break into the prison.

Objective 1 Get to the Prison Before the Bomb Detonate

Objective 2 Plant the Bomb on the Generator



Objective 3 Get Inside the Main Cell Block

Objective 4 Find Shaundi's Drug Expert

Objective 5 Get Out of the Prison

Objective 6 Fly Back to the City

UNLOCKS

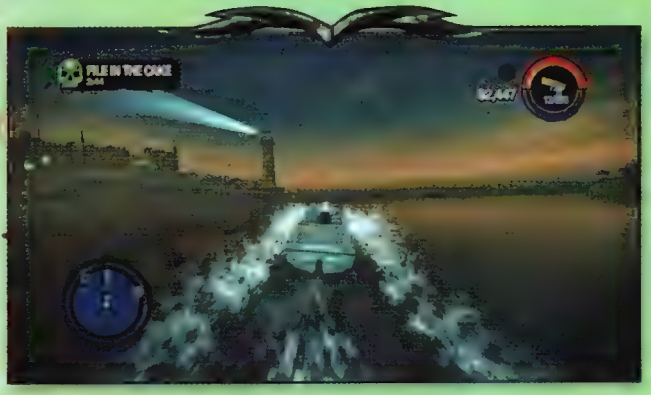
$1,500
Pilsen neighborhood

Unfortunately, Samson is clumsy. Just as he's showing you the explosive, he trips and sends the bomb sliding under your feet. Not only that, but he accidentally pressed the timer during his fall!

Get to the Prison Before the Bomb Detonates

You have four minutes to get to the prison and plant the explosives, otherwise you will be blown sky high. Run to the boat tied to the nearby dock and jump in.

Race for the prison (seems like you were just racing away from this place only moments ago) as quickly as possible. As you near the checkpoint to the rear of the island, you get on the phone with Shaundi to ask just what you're supposed to do with the bomb.

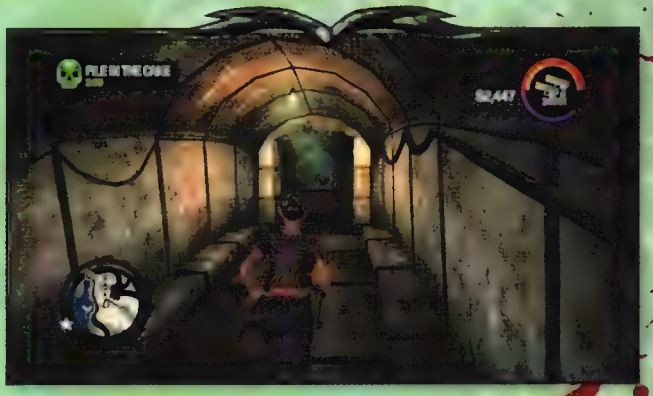


Turns out the prison's generator is underneath the building, and by blowing it up all the lights and many of the security systems in the prison lose power, providing a perfect opportunity to sneak in and break out Shaundi's source.

Plant the Bomb on the Generator

After docking near the underground entrance, run up through the tunnel. Climb up the sets of stairs leading to the generator, shooting down the guard patrolling the area.

Approach the checkpoint by the generator and plant the bomb using the Action button. Once planted, you have ten seconds to clear out of the room before the bomb detonates. Run back down the stairs and wait for the explosion before continuing forward.



CAUSE FOR ALARM

Once you enter the tunnel leading to the area with the generator, you instantly gain one level of Police Notoriety.

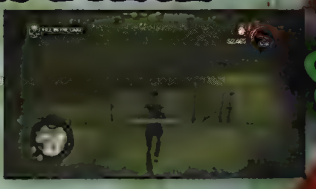
Get Inside the Main Cell Block

Once the generator has been shut down, you gain a second level of Police Notoriety. When you step out of the generator on the way to the prison, police start swarming the area, determined not to let their prison security get breached another time.

With police cars everywhere and security officers running to your location in droves, it's a good idea to steal one of the police cruisers. This allows you to make a break for the prison entrance and outrun (or run over) any resistance along the way.

Once you get to the main entrance, run up the stairs to the door leading inside the prison. With sirens blasting and the emergency lights flashing, the prison has dissolved into chaos.

Get Out of the Prison



Remember the help you had in breaking out of prison when you didn't know the layout? Now it's your turn to help Laura break out of prison when she would otherwise be lost. Turn right from her cell and blast a path clear down the stairs, keeping Laura covered from all the incoming firepower.

Retrace your steps to the prison entrance and flee to the main gate outside.

boomstick

With the emergency lights flashing on and off, it can be difficult to see in the tight corridors of the prison. Equip the shotgun and blast security at close range, giving you a much better chance of hitting your target.

eat up

Use your foodstuffs if you start taking damage too quickly! You did save some, didn't you?

There's a prison riot going on and the inmates have started to revolt after the generator was shut down. Keep an eye out for officers in the fray and shoot them before they have a chance to shoot back in the middle of all the confusion.

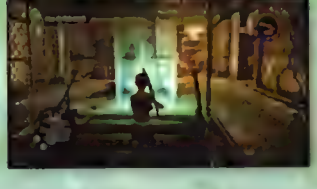
Fly Back to the City

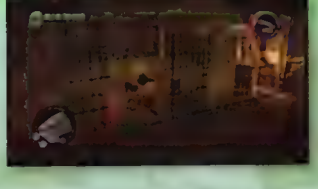
Run down the stairs and out the main entrance. Turn to the right just as you exit the front gate toward the helicopter nearby.

Find Shaundi's Drug Expert

Break through the door into the prison cells beyond. Shaundi's expert is on the third floor of the prison. Ascend the stairs, shooting anybody and everybody that poses a threat.

Once you arrive at Laura's cell, she excitedly comes out and follows you.

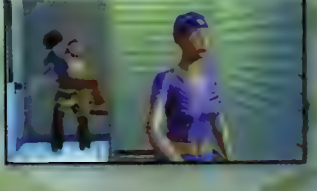




Fly, Fly Away

Hop into the helicopter and start flying away. Laura can hardly contain her excitement as the two of you break off from the prison. She asks to be dropped by her house, and the screen fades.

Arriving home, Laura runs in to see her husband Toby. She promises to find out what's inside the Loa Dust, but first would like to spend some quality time with her husband.



Airborne Assault

While she doesn't get into the gritty details of it, Laura explains that Loa Dust is definitely a strong drug. Now that the Saints know how to make the stuff, it's time to keep the Samedi from producing it.

Objective 1

Destroy the Samedi's Farm Equipment

Objective 2

Kill the Samedi Lieutenants

UNLOCKS

- $2,000
- Pleasant View neighborhood
- News Helicopter
- Tobias

the samedi farms

Shaundi suddenly remembers that a guy she used to date back in college that sold drugs for the Sons once mentioned one of their drug farms just off campus. As for destroying the farm, Laura's husband conveniently owns a pilot license and is willing to fly you over the field as you rain down destruction upon it.

Destroy the Samedis' Farm Equipment

The screen fades and cuts to you and Tobias flying toward the Samedis' drug farm. With Toby in the pilot's seat, you take up the minigun on the chopper's side.

As you near the farm, you're given the task to destroy the equipment on it. As Tobias circles around, it's your job to shoot down at the marked appliances below.

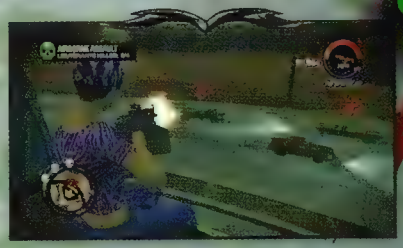
There are a total of six pieces of equipment on the farm, and Toby circles around until they are all destroyed.

DON'T TAKE KINDLY TO VISITORS

The Samedi aren't going to just stand by idly as you raze their farm. Scattered on the ground are Sons with rocket launchers firing up at the helicopter. Mow them down with the machine gun before they're able to blast you and Tobias out of the sky.

Kill the Samedi Lieutenants

Four Samedi lieutenants begin chasing you after you destroy their farm equipment. Your targets are marked with red arrows, so keep your crosshairs fixed on them and fire away. With a minigun that holds 100 bullets per clip, it shouldn't take long to eliminate their resistance.



Once all four lieutenants are dead, the screen fades and opens to a record store. The General and his twisted assistant Mr. Sunshine enter the store, looking for Veteran Child.

Demanding an answer as to why the Saints just laid waste to their farm, Veteran Child fesses up that he might have accidentally told Shaundi where the farm was before she joined the Saints. Needless to say, the General gets upset about this, informing him of his doom if he doesn't take care of Shaundi immediately.

Veteran Child

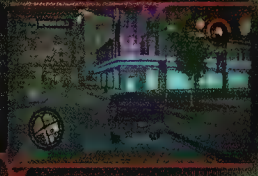
Waiting for Shaundi to be alone at the hideout, Veteran Child breaks in and takes her as hostage. You come in as he's leaving with her and a firefight ensues. Outsmarting you, Veteran Child shoots at the light fixture which comes crashing down on your head, knocking you out.

UNLOCKS

$2,500

objective 1

Look for Veteran Child at Cocks



objective 2

Go to On Track

objective 3

Kill Veteran Child

club night

When you come to, Veteran Child and Shaundi are nowhere to be seen. After a brief moment, Veteran Child calls you and tells you to come find him at Cocks, a swanky nightclub in the Nob Hill neighborhood.

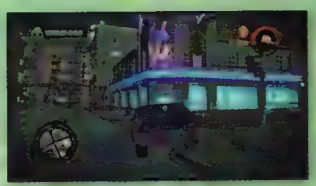
the more the merrier

Bring a homie along for this one—some of the firefights ahead are heated.

Look for Veteran Child at Cocks

Follow your GPS to Cocks. Just as you head out from the hideout, you get on the phone with your other lieutenant, Pierce. While Veteran Child says he wants you to meet him at Cocks, you want Pierce to see if there's any other place he might have taken her.

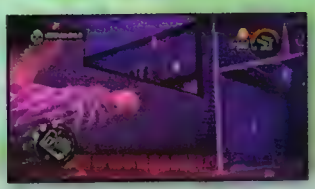
Right after your talk with Pierce, Veteran Child calls again to threaten you. Head over to the nightclub so you can find out what he wants.



Kill the Samedi Protecting Veteran Child

Of course Veteran Child wouldn't wait for you alone. He brought guards with him, and it's up to you to take them out before you can get to him. There are many Samedi in the club. Your shotgun may be the best bet at first so you can quickly shoot down the thugs in front.

After killing the first group, run back for cover to catch your breath and regain any lost life. Charge back in, blasting away relentlessly. Keep an eye on the second floor for Samedi firing at you from above.



Once all the Sons have been killed, you get on the phone with Pierce and let him know that Veteran Child is nowhere to be found. He tells you that Veteran Child is actually scheduled to play a set at the club On Track tonight, and offers to have a crew take him out for you, but that's not how you roll.

Go to On Track

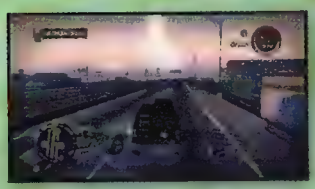
The GPS route shows up on your Minimap to guide the way toward On Track. Just for fun, you call up Veteran Child and let him know you're on your way. His voice isn't filled with such bravado this time.

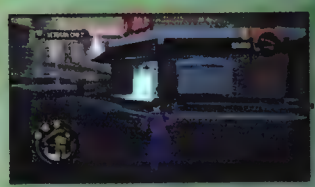
..AND THE CHASE IS ON

The Samedi are determined to go out of their way to get back at you. The trip to On Track is made with three levels of Gang Notoriety from the Sons.

Samedi cars swarm after you, intent on stopping you from reaching Veteran Child. With such a high Gang Notoriety level, you don't have much time to breathe between attacks, and sometimes multiple cars come at you together.

If at any time your current car takes too much damage, don't hesitate to bail out and hop into another. If there are too many Samedi around to get to another car safely, hop out and shoot your current followers before continuing.





Kill Veteran Child

Hop out of your car when you reach On Track and charge inside. There aren't too many Samedi at the front bar; a few well-aimed blasts from your shotgun should clear the first room.

WATCH YOUR BACK

Your Gang Notoriety for the Sons remains at three levels when you reach the club. Check your back often for Samedi rushing in from the outside.

Kick open the door leading down into the club and clear out the floor below the stairs. Stick to the outside path and use the columns for cover if needed. Once the floor is clear, head toward the next checkpoint and down to the first floor below.

Veteran Child

Cornered and desperate, Veteran Child has taken Shaundi as a human shield. You must find a way to separate the two so that Veteran Child can be shot without hurting Shaundi in the process.

Veteran Child and Shaundi both have a health bar, located at the top of the screen. As you fight, Veteran Child opens fire on you as other Samedi members continuously join the fight from the stairs to the south.

There are flash-bangs scattered throughout the room. Look for the small green arrows pointing at them and grab one when it's safe to run out in the open. You can only hold one flash-bang at a time, so don't think about running to all the piles and grabbing an entire handful.

take a breather

Bullets are flying all over during this fight. If you ever need to heal, hide behind one of the pillars on the north side of the room and wait until your health has time to regenerate a bit.

When you get the chance, toss a flash-bang at Veteran Child and Shaundi. The explosion blinds him, forcing him to let go of Shaundi for a few brief moments. This is your chance to open fire.

turn away from the light!

Turn away from the flash-bang after tossing it at Veteran Child so the bright flash doesn't blind you as well!

Veteran Child doesn't stray too far from Shaundi when he's stunned, so be careful and shoot with an accurate weapon so as not to harm your lieutenant in the process.

Keep grabbing flash-bangs and repeat this strategy until all of Veteran Child's life is drained.

After killing Veteran Child, you pick up Shaundi and help her out of the club. As you leave the building, a lone Samedi vehicle stops to watch and then drives away. Trouble with the Sons is far from over.

Burning Down the House

Another one of Shaundi's ex-boyfriends tells you that he saw some Samedi wheeling chemicals into a building when he was down in Shivington. Seems like the Sons are setting up drug labs around the neighborhood.

Objective 1 Head to the First Lab

Objective 2 Head to the Second Lab

Objective 3 Head to the Third Lab

Objective 4 Head to the Fourth Lab

UNLOCKS

$3,000

Shivington neighborhood

lab tour

The Saints can't make a strong profit off Loa Dust unless the Samedi's drug operation is completely taken off the streets. It's up to you to find their drug labs and destroy them.

Head to the First Lab

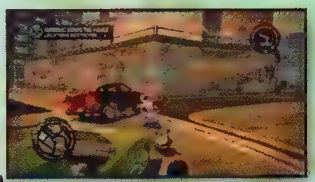
Follow the GPS route to the first drug lab. Hop out of your car a block or two before you arrive and walk to the lab with guns in hand. Samedi are waiting outside and inside the lab. Open fire and kill the guards outside first.

Destroy the Dust Labs

Once you get inside the lab, shoot the propane tank on top of each of the two dust labs, causing an explosion that destroys each lab and any Samedi unlucky enough to be around them.

Head to the Second Location

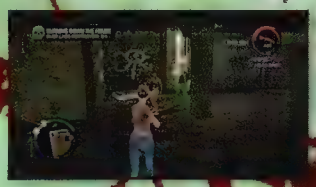
Your Samedi Gang Notoriety remains at level two after destroying the first drug lab. Watch out for their thugs as you travel to the second location. Kick open the doors to the second location and ready your weapons again for another gun battle.



Destroy the Dust Labs

This second area is bigger than the last, consisting of two stories. Clear out the bottom floor and then run up the staircase to the north.

Kill the guards on the second floor and run to the dust lab in the southwest corner. Shoot the large gas tank to the left of the workstation to blow the drugs sky high.



Head to the Third Location

Get back downstairs and hop into your ride. Follow the trail to the third Samedi drug lab. Hurry through the underground passage when you reach the checkpoint. Samedi line the walkway so keep your guns out and eliminate any and all resistance.

Destroy the Dust Labs

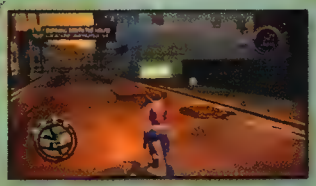
When you get to the storage area, turn right and clear a path to the dust lab in the small room to the north, blowing up the gas tank along with all the drugs alongside it.

Turn around and climb the stairs to the south. Go up to the control box to the right of the window and press the Action button to shut off the ventilation system inside.

The two Samedi inside the dust lab are forced to evacuate the room. Gun them down, then blow up the dust lab inside.

Head to the Fourth Location

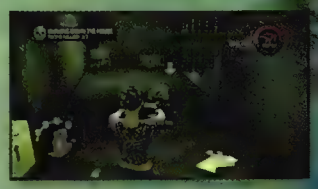
The fourth and final location is the most heavily guarded. Park your car a block away from the destination point so you don't drive right into the middle of a gunfight. The Samedi in front of the building are wielding automatic weapons. Return fire until they've all fallen and head inside.



Kill the Three Lab Technicians

You need to a key dropped by one of the lab technicians before you can reach the dust labs inside. Charge down the hallway, blasting technicians as you find them. If at any time Samedi thugs are inflicting too much damage on you, eat some food or rest in one of the side rooms.

Pick up the **key** from the third technician and head to the next checkpoint indicated on the Minimap. Open the door with the key to get to the dust labs inside.



Chase Down the Lead Technician

Open fire and clear the room of Samedi. Take aim at the final dust lab and destroy the last batch of drugs.

The lead technician for the labs runs from the building. The frightened techie makes a mad dash for his car in hopes of speeding away from his death.

Quickly pull out your shotgun and fire as many rounds as you can into the technician's vehicle before it speeds away. Steal the nearest ride you can and give chase. A timer appears counting down how long you have to catch up if the technician gains too much of a lead.

Ram and shoot at the technician's getaway car until the engine catches fire and explodes, ensuring that the drug maker never pulls in profit for the Samedi again.

Looking over the city, the General and Mr. Sunshine ponder the effects of the Saints's destruction on their drug operation. Mr. Sunshine consoles the General, reminding him that the next shipment coming in promises great reward. The General mentions that it might be a good idea to meet with the leader of the Saints to discuss their situation.

Bad Trip

Without notice, a Samedi car pulls up next to you and two thugs attack you in the street. When you finally come to, you are in a Samedi vehicle under the influence of some heavy drugs. The gang's two leaders, the General and Mr. Sunshine, have taken you hostage in order to meet the mastermind behind their latest misfortunes.

Objective 1

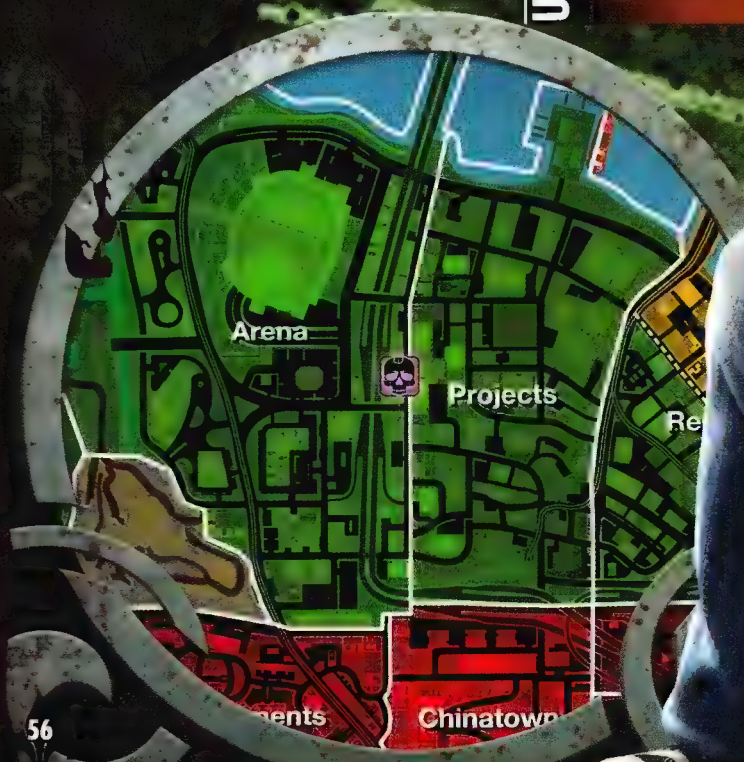
Get Back to the Hideout

Objective 2

Kill the Samedi

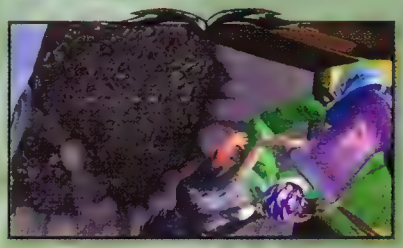
UNLOCKS

- $3,500
- Ultor Dome neighborhood
- Samedi Fighting Style



trip to the hideout

Whether it's the drugs or just the people, you start laughing right in the leaders' faces. The bodyguards next to you pull out their guns, but you end up turning the attack on them and getting in a shot at Mr. Sunshine. You grab the dead guard to your side and jump from the vehicle.



Get Back to the Hideout

The drugs the Samedi gave you are still in your system, and the effects very powerful. Immediately after jumping from the vehicle, Shaundi calls to warn you that the Sons have invaded the hideout and are attacking everyone inside. You need to go help out your gang.

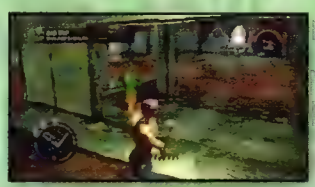
Rescue Shaundi

The Samedi are beating up Shaundi, and if you don't get to her soon, she won't survive the attack.

Hop into a nearby car and floor it to the hideout. You have three levels of Samedi Gang Notoriety built up, so it won't be a joy ride getting over there, but you need to cope if you plan on getting to Shaundi in time.

A DIFFERENT WORLD

Shaundi doesn't have much longer to live, so you need to hurry. Unfortunately, you are heavily drugged and the world around you is out of focus and spinning.



Once you get to the hideout, pull out your shotgun—it's your best bet at hitting enemies in your current state. Blast the first wave of Samedi you run into at the main entrance.

Descend the floors of the mission like you normally would when going to the hideout, eliminating any Samedi resistance along the way.

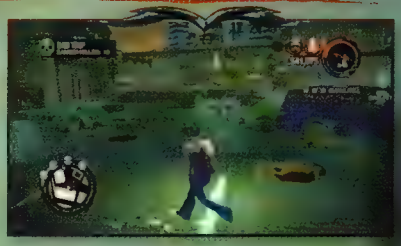
Just before reaching the entrance to the underground hotel, you find Shaundi. Kill the Samedi around her to save her from taking more damage. She warns you that more are trailing Pierce back home and should arrive shortly.

Kill the Samedi

Run upstairs with Shaundi and attack the wave of Sons rushing into the place. Once the first group has been brought down, wait by the front entrance with your weapons at the ready so you can instantly blow away any thugs that rush through.

Help Pierce

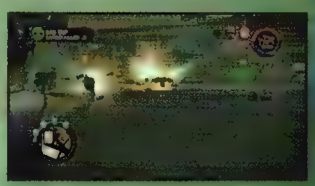
The Samedi that followed Pierce are outside beating him to a pulp. Rush to his safety, killing everyone around him. Once safe, Pierce joins you and Shaundi, ready to fight off the incoming waves of attackers.



60 Samedi coming right up

There are a total of sixty Samedi in the offensive against your hideout. While their attack may seem endless, you can see your progress in the upper left corner of the screen.

By now the drugs should be wearing off and your vision mostly back to normal. It might be a good idea to switch to a long-range weapon. Samedi gang cars start pouring in from every direction and it's best to take them out as quickly as possible so you don't get overwhelmed.



TAKE COVER

The number of invading Samedi escalates quickly. You, Pierce, and Shaundi quickly become greatly outnumbered. Use roadblocks as cover. If you're taking too much damage, race to the entrance of your hideout and catch your breath while your life regenerates.

Exhausted from the experience, you collapse onto your back. Shaundi warns that more Samedi could be coming your way, but right now, and in your state of mind, you really don't care.

Bonding Experience

Pierce wants more work, and he wants to be more involved with the Saints. He's jealous that you go to Shaundi for all the information, and you remind him that you put him in charge of watching the Ronin.

objective 1

Destroy the Helicopters

UNLOCKS

$5,000

Sunsinger neighborhood

bird hunting

Shaundi gets a call from one of her contacts that helicopters are dropping cargo in Samedi territory. You invite Pierce in on the action so that he feels more involved.

Destroy the Helicopters

You and Pierce jump into a van, him taking the driver seat so you can concentrate on shooting. There are a total of six helicopters you must destroy before they can drop off their shipments of Loa Dust to the Sons.

Save your ammo

Your assault rifle has an infinite amount of ammo in this mission. Use the gun exclusively to save your own ammo.

This chase mission is tough. Pierce isn't the smoothest driver under stress and so you must deal with shooting helicopters during a shaky ride.

Helicopter #1

The first helicopter isn't very difficult to shoot down. Look to the left immediately after you take off with Pierce and spit rounds into the chopper's side.

Once you get past the overpass, the helicopter rises up into the air and to the left. Aim your crosshairs at its underside and spray bullets, maintaining your aim as it crosses over to the right.

If you haven't shot down the helicopter by now, watch for it on the right and keep firing. By now you should be close to, or have just shot down, the helicopter. If not, keep your eye in the sky and check the Minimap often to see which direction the helicopter is flying. If it reaches its drop-off point before you destroy it, the mission ends.

Helicopter #2

Pierce yells out about a second helicopter shortly after you fly off the dirt ramp in the road.

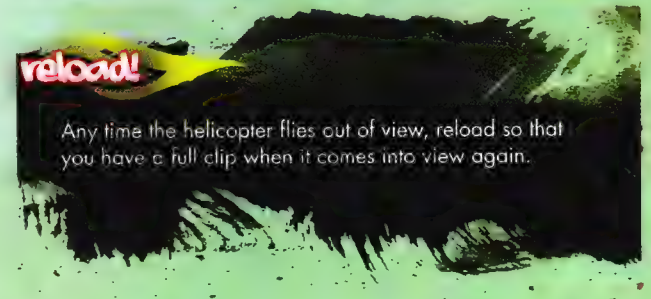
The second helicopter maneuvers around the city more swiftly than the last, weaving between buildings for better protection. The best strategy is to watch the helicopter's trajectory and open fire when it's flying from the cover of one building to the next.

PRIORITIES

A few Samedi cars give chase while you and Pierce are hunting this helicopter. Don't worry about them too much—you're in a strong vehicle and your priority is to destroy the helicopter before it reaches its destination.

Check your Minimap to see the direction in which the helicopter is flying. When it begins to cross over from one building to another, prep your assault rifle and pull the trigger just before the target comes into view. This allows your rifle crosshair to come up early so that when the helicopter comes into view you can shoot it right away.

With practice and steady aim, you should be able to destroy the second helicopter before it reaches its drop-off point.



Helicopter #3

Pierce notices a third helicopter flying over the water to the northeast. He pulls the car over to the side of the road near a dock.

Jump out of the vehicle and race to the speedboat nearby. Again Pierce takes control of the boat so you can concentrate on shooting.

Luckily for you, this helicopter is much easier to take down than the last. Look up to the sky once Pierce starts driving to find your target.

The helicopter circles around over the water The waves make for a slightly bumpy ride, but without anything in the water to crash into, your aiming should be steadier than it was on the road. Circle your reticule around with the chopper and it should go down in no time.

Helicopter #4

The fourth helicopter appears over the water shortly after you destroy the third. The rookie pilot flies overhead and hovers in a single spot for a long moment. The gunman on the side fruitlessly attempts to shoot at you from above—take this opportunity to end the chase quickly.

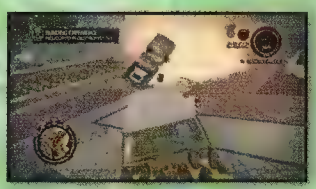
Helicopter #5

Pierce docks the boat to shore so that the two of you can get back up on land and finish off the remaining helicopters. Run up the dirt hill after landing and hop into the passenger side of the truck that Pierce is hijacking. Just as Pierce starts to congratulate himself, the fifth helicopter comes flying overhead.

Unfortunately, being back on land means you must deal with Pierce's maniacal driving again. This helicopter zips around from side to side and in and out of cover. However, the pilot also prefers to fly low, making for a larger target when the chopper does come into view.

Helicopter #6

The final helicopter appears directly after the fifth. This pilot tries to taunt you by flying in low. There are also Samedi vehicles that give Pierce trouble with his driving. Turn around when they appear and aim for the driver's seat to dispatch them quickly.



With the vehicles out of commission, Pierce's driving remains somewhat smooth, giving you a chance to shoot down the last cargo helicopter.

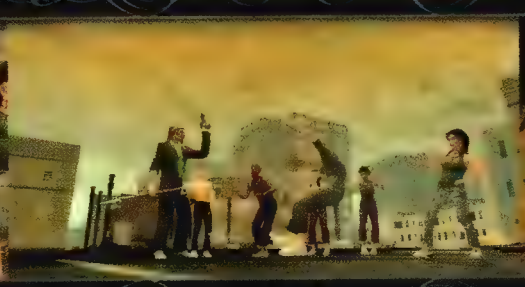
The screen fades and opens with a Samedi vehicle pulling up to Mr. Sunshine on the street. The General steps out and shows his displeasure with Mr. Sunshine's failure.

restock

If you plan on going directly into the next mission, visit a local Friendly Fire store and refill the ammunition for your submachine guns.

Riot Control

A group of desperate junkies approach Mr. Sunshine, begging for more Loa Dust. When he tells them that the Saints stole the shipment, one of them threatens to purchase from the rival gang. A bullet to his head persuades the others to think differently. Mr. Sunshine makes an offer—if the junkies go to the Saints hideout and steal the drugs, they can keep everything they take.



objective 1

Defend the Warehouse

objective 2

Protect Pierce and Shaundi

UNLOCKS

$7,500

Black Bottom neighborhood

attack of the killer junkies

You and your lieutenants are waiting back at a warehouse with the stolen Loa Dust, trying to decide the next move against the Samedi. Pierce exclaims that he's bored and wants to see some action.

Defend the Warehouse

As if on cue, the Samedi's loyal junkies come charging into the warehouse, bent on stealing the drugs. Bust out your shotgun and blast the pathetic attackers.

Pierce leaves to go grab his truck so he can pick up the drugs and get out of there. More time passes than you expected and you start to worry what's taking him so long.

Before you can think of what to do next, another wave of junkies rushes into the warehouse. Accompany Shaundi to them and return fire.

FIRE!

These druggies aren't holding back! They're equipped with submachine guns, pistols, and even Molotov cocktails. Don't let any get too close or you could find your skin burning on the floor.

Waves of attackers keep charging in from every direction. Keep under good cover and watch the Minimap to see where they enter the area. Also, keep an eye out on your lieutenants so you can revive them if needed.

After about a minute passes, the attacks stop and Pierce comes backing into the warehouse with a large truck.

Protect Pierce and Shaundi

Shaundi offers to help Pierce load the drugs into the truck. It's up to you to defend them from the assault of Samedi junkies.

Junkies charge in after the truck from all directions. They rush in from the outside on either side of the truck, trying to take down you and your lieutenants through overpowering numbers. Take them out before they get the chance to harm Pierce or Shaundi.

REMAIN AT YOUR POST!

Don't stray too far from the warehouse or a prompt appears asking you to return within thirty seconds.

Once the truck is loaded, Shaundi jumps into the passenger side with Pierce and the two take off. Follow your GPS to a car nearby and get in.

It's up to you to stay near Pierce and Shaundi so you can fend off the junkies.

A health bar represents how much damage the truck can take before breaking down. Watch the streets and the Minimap to monitor the locations of incoming junkies.

abandon ship!

If your vehicle starts taking too much damage, don't hesitate to bail and grab a nearby car that's in better shape. Pierce won't leave you behind, and his truck is fairly durable.

Keep watching for vehicles ahead and behind until Pierce and Shaundi arrive at the hideout.

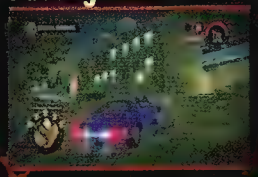
As you, Shaundi, and Pierce start loading the drugs back into your hideout, two junkies come in and try to make off with a box each. The first one ends up getting hit by a car, and you shoot the other in the leg. You forcefully interrogate the second about Mr. Sunshine's whereabouts until the junkie reveals that you can find him hanging out at the old meat packing plant.

Eternal Sunshine

You want Mr. Sunshine dead. Shaundi wants to come along and help out with the deed, but you don't think that she could handle what Mr. Sunshine would have in store for her.

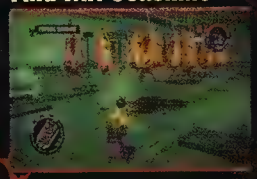
objective 1

Head to the Meat Packing Plant



objective 2

Find Mr. Sunshine



objective 3

Kill Mr. Sunshine

UNLOCKS

$12,500
The Mills neighborhood

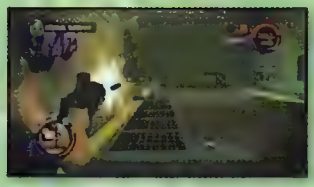
extinguishing the sun

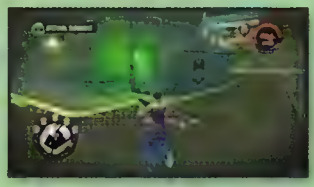
The Samedi's antics have exhausted your patience—it's time to strike a mighty blow.

Head to the Meat Packing Plant

Get into the nearby car and drive to the meat packing plant. Stop just short of the warehouse itself. There are many guards surrounding it, so have a long-range weapon at hand.

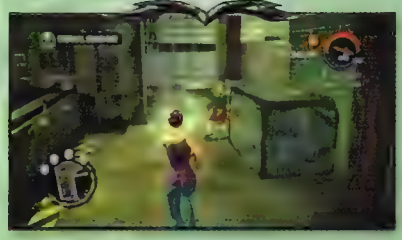
Work around to the entrance of the warehouse, killing the outer guards one by one. Once the way is clear, enter the door near the Samedi gang tag.



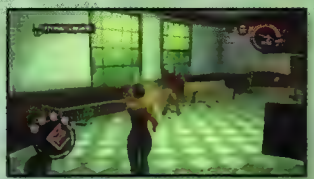


Find Mr. Sunshine

You're given the task to find Mr. Sunshine once you bust into the warehouse. Push your way south, gunning down Samedi on your way through the putrid-smelling factory.



Turn west at the conveyor belt and work toward the door on the right of the cold meat storage. Go up the staircase and wind through the corridor ahead, clearing out all the enemies in your path.



When you reach the next set of staircases, take the one leading up and kill the guards upstairs. Continue until you reach the next door. Head inside for an encounter with Mr. Sunshine.

Kill Mr. Sunshine

Sunshine and his men are on the other side of the building shooting at you from afar. The first thing you should do is move forward and position your body behind one of the metal grates on the railing. This provides cover.

Kill the henchmen surrounding him first. Duck down and pop back up if you need to recover health at any time.

Once his minions are dead, Mr. Sunshine steps forward. You may have noticed that bullets do not seem to harm him. This is the point where you can change that.

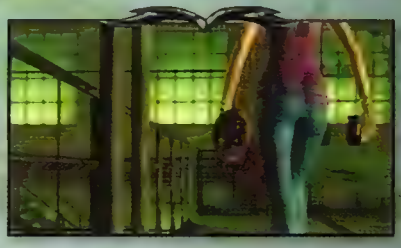
The mystical man pulls out his voodoo doll. Shoot the doll from his hands and his power of invulnerability dissolves. Your shots should start inflicting damage now.

After taking some damage, Sunshine runs downstairs, sending up more men in his place. Defend yourself until he returns to the top floor, once again impervious to damage.

Repeat the process from before and shoot the men around him. Again, he steps forward and you must shoot the doll from his hands.

Repeat this strategy until all of Mr. Sunshine's health has been depleted.

You walk up to what you think is Sunshine's dead body. He suddenly props himself up and tells you that the fight is far from over. You go to extreme lengths to keep him down.



Assault on Precinct 31

You walk into the gym, surprised to see Shaundi working out on the treadmill. You need to know how the Saints are going to take out the General. She thinks the best way to find him is to hack into the police station's traffic cameras, allowing them to look for areas that the General's limo has been spotted.

Objective 1

Find Disguises

Objective 2

Park the Van at the Police Station

Objective 3

Enter the Police Station

Objective 4

Escort Shaundi Out of the Police Station

Objective 5

Get the Equipment to the Hideout

UNLOCKS

$25,000

home surveillance

Seeing as you have no idea how to hack into the police station's traffic cameras, you decide to bring along Shaundi.

Find Disguises

Shaundi's first plan is to go find some disguises. It's unlikely that you can just walk into the monitoring station wearing your current clothes.

Find the Repairman

You have three minutes to complete this objective. Hop into a nearby vehicle and follow the GPS route to the Saints Row District.

You're given the task of beating up the repairman's van when you get close. Use your car to ram into it and knock it off course. Swerve your car in front of the van, then jump out and hijack it.

Park the Van at the Police Station

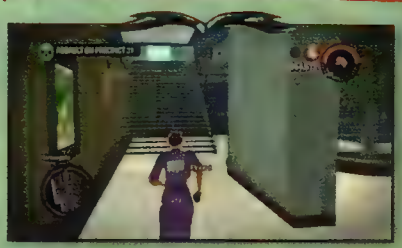
After changing into repairman clothes, drive the repair van to the police station's parking lot. While you're doing this, Pierce is working on setting up surveillance at the hideout.

Enter the Police Station

After you park at the police station, jump out and walk toward the main entrance. Put away your weapon—most repairmen don't walk around with weapons out, and doing so blows your cover.

Enter the building and walk to the checkpoint at the front desk. Shaundi tells the lady at the front desk that you're both there to fix the computers in the monitoring station. She tells you to go upstairs to the fourth floor.

Go to the Camera Room



Walk to the room behind the front desk and head up the stairs. Keep taking the stairs until you reach the fourth floor.

Get to the camera room quickly, because soon after talking to the lady at the front desk, your true identity is discovered and the entire Stilwater Police Station rushes after you.

Defend the Room

It's your job to protect Shaundi as she hacks the cameras inside the room. Take out your submachine guns—you need rapid fire capability to take down all the officers coming your way.

Shaundi has her hands full while hacking into the system for the next few minutes. Stay inside the room for cover and fire at the incoming waves of officers as they try to stop her from hacking.

Duck down and eat some food if your life starts to drop too quickly. Once Shaundi finishes, she says that there's a helicopter on the roof that you should try to reach.

Escort Shaundi Out of the Police Station

Leave from the east exit outside to the rooftop. Kill the heavily armored officers blocking your path along the way. Get into the helicopter nearby and take off immediately, following the GPS route back toward your hideout.

Get the Equipment to the Hideout

While flying back home, Pierce calls to let you know that he has what Shaundi requested. Hurry back to the pad quickly with all possible haste.

A police helicopter chases after you on the way back, and if you hold still for too long you might find a missile coming your way. Avoid getting hit and land on the Saints's rooftop with all haste.

You set up a team of surveyors back at the hideout to look through the police tapes and let you know if they see the General's limo.

The Shopping Maul

One of your surveillance team members calls out that he's spotted the General's limo. Pierce isn't around, so you ask Shaundi to come with you to help catch the leader of the Sons.

Objective 1
Head to the Ambush Location

Objective 2
Kill the General's Escort

Objective 3
Track the General

Objective 4
Kill The General

UNLOCKS

- $50,000
- Prawn Court neighborhood
- The General's Bulldog
- Samedi Lieutenant Vehicles
- Samedi Personality
- Shaundi Special Homie

the final blow

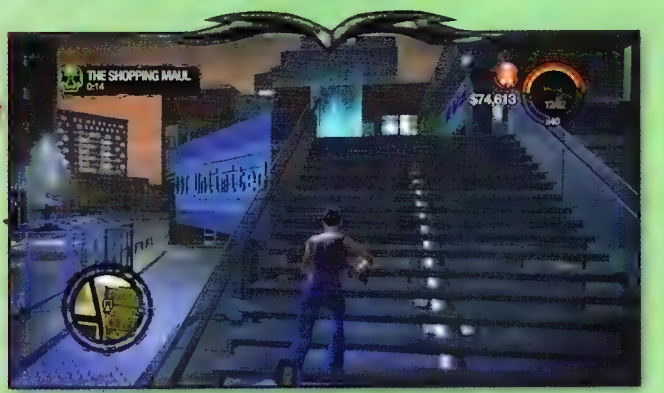
It's time to take the Samedi leader out now that you know where to find him. Fighting the Samedi has taken up too many resources and now you're ready to deal the final blow.

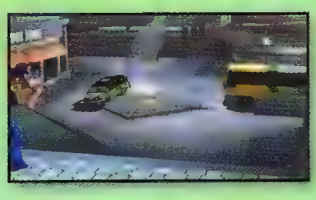
Head to the Ambush Location

You have just under two minutes to get to the ambush location. Hop into the nearby car and follow the GPS route to the mall where you plan to set up an ambush on the General.

When you get to your destination, jump out of the car and run up the stairs to the checkpoint.

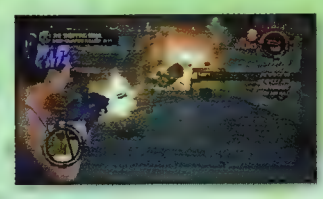
Just as the General's limo starts to drive through, a large bus backs up and rams into his vehicle. The General remains unhurt, however, and so you must kill him and his security yourself.





Kill the General's Escort

The General's large security force won't let you get close to their leader without going through them first. You need to kill eleven specifically marked escorts during this gun battle. Stay up top above the enemy Samedi so you have the height advantage and can back off for cover when needed.



Samedi vehicles keep rushing in, so try to pick off the specified targets quickly while putting down any troublesome groups when needed.

KEEP AN EYE OUT

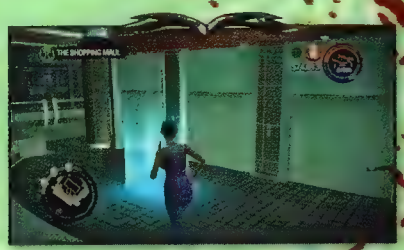
With so many bullets flying at you, there's a good chance that Shaundi and any other homies you have might die. Keep an eye on their health and revive as needed. You need all the firepower you can get for this battle.

The General swings the door to his limo open and makes a break for it after you finish off the eleventh escort, hoping to make an escape.

Track the General

The Samedi leader runs into the nearby mall and tries to escape by foot. Follow him into the mall and enter through the first waypoint inside.

A Samedi car comes rushing at you in the following corridor. Kill the driver and hop into the vehicle, then drive off the railing facing west toward the other end of the mall to escape the mass of Samedi for a brief moment.



Keep running west until you see a flight of stairs. Run up the staircase and then again up the following one.

Keep running west until you reach the checkpoint. At this time, an army jeep with a roof-mounted machine gun comes crashing down to floor level with a Samedi in the driver's seat. The General jumps into the vehicle.

Kill the General

You can't let the General get away after doing all this work to track him down. A final showdown begins in the middle of the mall.

Not only does the Bulldog army jeep carry a powerful machine gun, but also there are other Samedi rushing in to help out their leader during this fight.

You have no chance to survive if you stay put. Rush to either the northern or southern staircase when the fight begins and jump into the vehicle found there.

leave them behind

If you have any homies with you, leave them behind. You must move quickly during this fight and waiting around for a homie to keep up with you can only slow you down.

Drive the vehicle up the staircase and continue to climb to the second level of the mall. You have an advantage at the second level. The General's Bulldog, while capable of climbing stairs, is bulky and the driver is panicking. Keep an eye on where it's headed as it flies around the mall below, popping in shots with your automatic weapons when you can.

Divert your attention to any Samedi gang members that come after you so you can concentrate solely on the General.

If the General does end up getting too close for comfort, find a ride and drive away to safety, leading the Bulldog on a wild goose chase until it either crashes into something or loses your trail. Once you get the General in a tight corner, sprint around the Bulldog in circles and dump everything you have into its armored shell.

You and Shaundi walk up to the General's motionless body. The leader of the Sons of Samedi is surely dead, and you celebrate by stealing a cigar from his jacket pocket and lighting it up. You congratulate Shaundi for staying alive during this entire escapade and then walk off with one less gang to worry about. Mission complete! The Samedi have been completely dismantled and are no longer a threat.

First Impressions

Walking with Carlos in the caverns below the Factories district, you encounter Maero, the leader of the Brotherhood, sitting on a bench. He recognizes you immediately, and instead of starting up a fight, he starts to propose the idea of splitting up Stilwater between the Saints and the Brotherhood.

objective 1 Escape with Maero and Carlos

objective 2 Exit Through the Water Caverns

objective 3 Exit Through the Street Level

objective 4 No Deal

UNLOCKS

$1,000

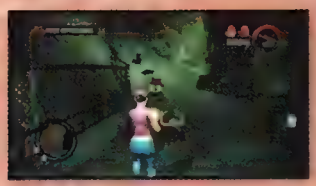
Southern Cross neighborhood

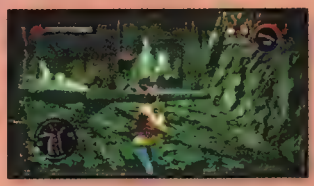
phantom caverns

A group of police officers interrupts the conversation before you get the chance to hear Maero's proposal.

Escape with Maero and Carlos

Your Police Notoriety rises to level two and the nearby cops begin shooting at you immediately. Return fire and race up the walkway toward the next checkpoint. A large group of officers starts shooting when you reach the archway at the top of the walkway.



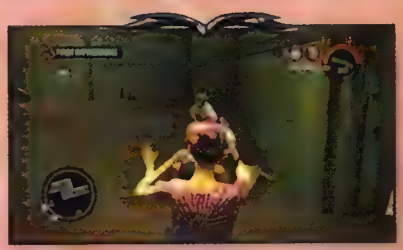


that's what friends are for

Maero and Carlos aren't just with you for the company. If the police start to overwhelm you, pull back and let your two partners take down a few of them. It's better that one of them gets shot down than you. Just remember to revive them if they drop, or the mission fails!

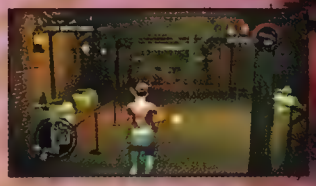
Bust out your shotgun and start knocking down the group one by one. Turn left out of the opening and continue to the next checkpoint.Keep pushing forward and turn right at the end of the catwalk. Take out the officers waiting in ambush.

Climb up the walkway until you reach the set of stairs to the left. Kill the officers shooting down from above and ascend the two flights of stairs.



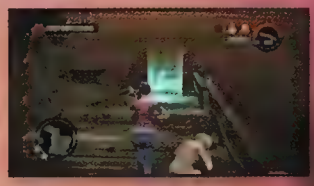
You're almost out! Take out the cavern's final resistance as you reach the foundation leading back up to the Factories District above.

When you reach the top of the stairs, you're given the option to either exit through the street level or through the water. If you choose to exit via the water caverns, continue reading. If you choose to exit at street level, then skip ahead to the "Exit Through the Street Level" section.



Exit Through the Water Caverns

Clear out the officers in the area, then run down the nearby flight of stairs and into the cavern with the waterfall. Run up the steel staircase and through the archway above, out onto a wooden dock.



Hop into the boat waiting nearby and speed away from the caverns as quickly as possible. Police boats and a helicopter give chase, so try to stay ahead of them and reach the destination point before they have a chance to catch up.

Skip ahead to the "No Deal" section.

Exit Through the Street Level

Clear the officers out of the area, then turn right and climb up the staircase until you reach the mining store. Race out the front door and hop into one of the cars out front.

Take Maero Back to his Hideout

Follow the GPS route to Maero's hideout and speed down the road, avoiding the police cars chasing after you.

If you come across any S.W.A.T. vans blocking the road, crash right through the small gap between them. The force knocks away the vans and gives you room to keep racing toward to the waypoint.

No Deal

Maero lays out a proposal for the Saints when you arrive at their hideout. He says the Brotherhood is coming up strong in Stilwater, but he's willing to give the Saints 20% ownership of the city. You laugh in his face and walk out with Carlos.

Reunion Tour

This mission starts out with you pulling up in a car behind Donnie, a former member and mechanic of the Westside Rollerz. He now has connections with the Brotherhood. You demand that he show you where they keep some of their trucks so he can rig them with explosives.

objective 1

Drive Donnie to the First Truck

objective 2

Drive Donnie to the Second and Third Trucks

objective 3

Drive Donnie to the Last Truck

UNLOCKS

$1,500
Cecil Park neighborhood
Donnie's vehicle

sending a message

It's time to show the Brotherhood what the Saints are really all about. Maero's pitiful offer of 20% ownership over Stilwater is an insult and you plan to blow up four of the gang's trucks to send him a message in response.

Drive Donnie to the First Truck

Follow the GPS route to the location of the first truck. Take out the Brotherhood members guarding it and keep Donnie safe as he rigs explosives to the vehicle.

Guard Donnie While He Plants the Bomb

Brotherhood members fire from all directions. Keep moving to avoid as many bullets as possible and take out one gang member at a time.

HE ONLY LIVES ONCE

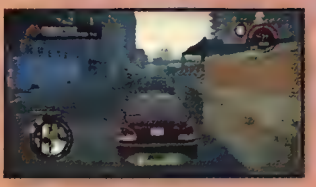
You must watch out for Donnie's health throughout this mission. If he takes too much damage and gets killed, you don't have the option to revive him—you simply fail the mission.

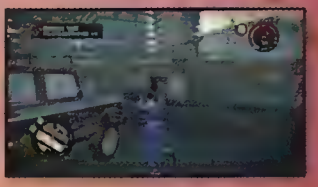
Run outside of the immediate area when Donnie is finished rigging the explosives. You need to step outside of the red radius around the truck indicated on the Minimap. Once outside the radius, follow the on-screen button prompt to detonate the explosives.

Drive Donnie to the Second and Third Trucks

You must contend with two levels of Brotherhood Gang Notoriety while racing to the second truck. Jump in your car and outrun the gang vehicles giving chase.

Lucky for you, the second truck is parked nearby the third. Cover Donnie when you get to the second truck, using the shotgun to blast incoming Brotherhood cars.





Donnie runs over to the third truck immediately after rigging the second. Keep him covered and check the Minimap if ever you're unsure about the location of attacking gang members.

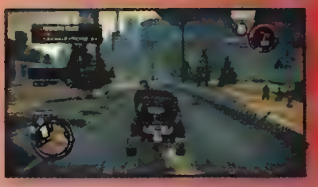
Run away from the trucks when he's finished and detonate the explosives after clearing enough room between you and them.

Drive Donnie to the Last Truck

Speed to the third and final truck and clear out the guards around it while Donnie works his magic with the explosives. Once rigged, race out of the blast radius and hit the detonation button.

Evacuate the Area

The detonator doesn't seem to be working this time! A thirty second timer begins to count down, indicating how long until the explosives pop on their own. Worse yet, the rigged truck is chasing after you, so you must race out of its blast radius.



Now that you're finished with him, you drive Donnie up to the Brotherhood's hideout and throw him out of the car. Scared for his life, he tells Maero about what just happened and begs for forgiveness. The Brotherhood leader is intent on killing him for his treachery, but Matt and Jessica intervene and remind him that they need Donnie to work on their cars.

Your message to Maero has been received loud and clear. His pitiful offer to the Saints was a joke, and now they know you'd rather go to war then share the city.

Waste Not Want Not

While riding the train with Carlos, you ask if he's dug anything up on the Brotherhood. Sadly, he says that the Brotherhood have kept a tight lid on their operations since the incident with Donnie. He has, however, heard something about a shipment coming in, but knows nothing of the details surrounding it.

objective 1 Go to Friendly Fire

objective 2 Take a Vehicle to the Power Plant

objective 3 Track Down Toxic Waste While Avoiding Security

objective 4 Get to the Helipad

objective 5 Deliver the Toxic Waste to the Tattoo Parlor

UNLOCKS

$2,000

Painting the Canvas

Disappointed in Carlos's lack of information, you come up with a plan on your own. You promise to mentor him until he's a real banger, even if it means the death of you.

Go to Friendly Fire

There's no time to waste on this mission—you only have until 6am (15 minutes in real time) to complete your task. Exit the train station and nab a car, then drive to Friendly Fire.

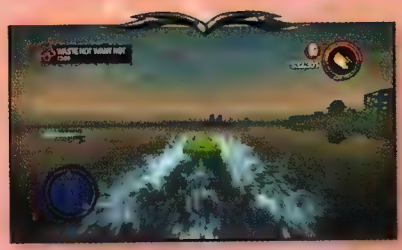
Buy a Geiger Counter at Friendly Fire

When you arrive at Friendly Fire, you're given the task to buy a Geiger counter. Step into the gun shop and approach the counter as if you were going to buy weapons. Press the Action button when prompted to pick up the **Geiger counter.**

Take a Vehicle to the Power Plant

Now it's time to visit the power plant. Follow the GPS route to the dock in Sommerset and board the boat waiting there.

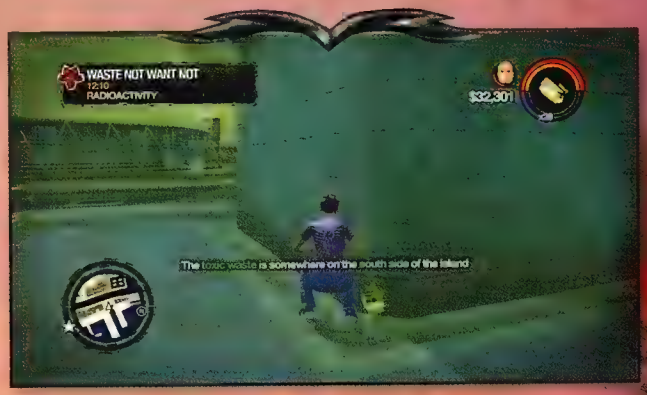
You call Carlos on the way to the plant to tell him that you plan on getting Maero a present at the factory, but you need him to pick you up when you're done. He promises to come get you with a helicopter as soon as you're finished.



Track Down Toxic Waste While Avoiding Security

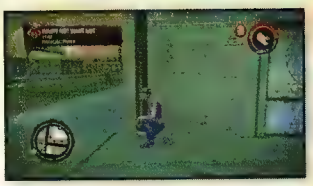
As you close in on the power plant, you find that it's guarded with heavy security, so you must be careful. The item you're looking for is located somewhere on the docks. Park your boat near the plant.

The item itself is randomly generated at a different location every time, but always somewhere in the northern docks. This is where your Geiger counter comes into play. When equipped, the counter detects levels of radiation in the surrounding area. The radiation level detector at the upper left of the screen rises as you get close to the radioactive object. Once the levels fill up about half of the bar, look around for the item, indicated with a waypoint and a green arrow.



DON'T PANIC

A small rush of security guards comes after you if you are spotted. Don't panic! Take care of them and return to the shadows. Their pursuit should end quickly.



Get to the Helipad

Follow the GPS to the helipad after grabbing the toxic waste. Keep your weapons drawn so you can shoot any guards that try stopping you along the way.

Run up the stairs on the side of the building rooftops near the helipad. Numerous guards await you.

Clear the Landing for the Helicopter

Security guards swarm the helicopter landing area. Hunt them down so Carlos has a safe landing zone. Switch over to a defensive role once the guards have been killed. The helicopter left to fly another circle around the plant while you were fighting, and you must now defend the helipad while you wait for Carlos to return.

INCOMING!

Keep an eye on the Minimap while defending the helipad so you can see where the groups of police appear.

Run to the helicopter and hop in once it finally lands on the pad.

Deliver the Toxic Waste to the Tattoo Parlor

You man the minigun on the side of the helicopter while Carlos pilots toward the tattoo parlor. Pummel the police boats and helicopters giving chase.

After taking a critical hit halfway toward the parlor, you and Carlos crash land onto the street below. Hurry and find a nearby car so you can continue to your destination.

Ignore enemies you see on the way and steer clear of the traffic to avoid collisions. You need to get the toxic waste to the tattoo parlor before the sun rises.

Maero goes in to get a tattoo from the parlor the following day. While admiring his new ink, his skin begins to burn and smoke…

Red Asphalt

While waiting for Carlos in the Red Light District, you get a call from Maero's girlfriend, Jessica. She tells you that the Brotherhood have taken Carlos hostage. It seems they want to repay you for your actions against Maero.

objective 1

Head to Donnie's Garage

objective 2

Find Carlos Before He Dies

UNLOCKS

$2,500
Charlestown neighborhood

Eye for an Eye

You must get Carlos away from Maero and his gang before they do something really bad to him. Scarring Maero's face was your plan—Carlos shouldn't have to pay for that.

Head to Donnie's Garage

Find a car and drive over to Donnie's garage. Your intimidation tactics have worked on him before and they should work again.

Beat Up Donnie for Information

A group of Brotherhood guards await your arrival at Donnie's garage. Get out of your car and shoot the thugs.

Once clear, run into the garage to find Donnie, defenseless and pathetic. Pump a few rounds into the boy to get him talking. Turns out he heard something about Carlos being taken to the Docks.

Find Carlos Before He Dies

A health bar showing Carlos's current condition appears in the upper left hand corner after getting the info from Donnie. It's up to you to find the truck holding him before he gets hurt too badly.

Hop into the Bulldog in Donnie's garage and drive to the location as quickly as you can, ignoring any Brotherhood vehicles giving chase—Carlos doesn't have long.

Find a Way to Stop the Truck

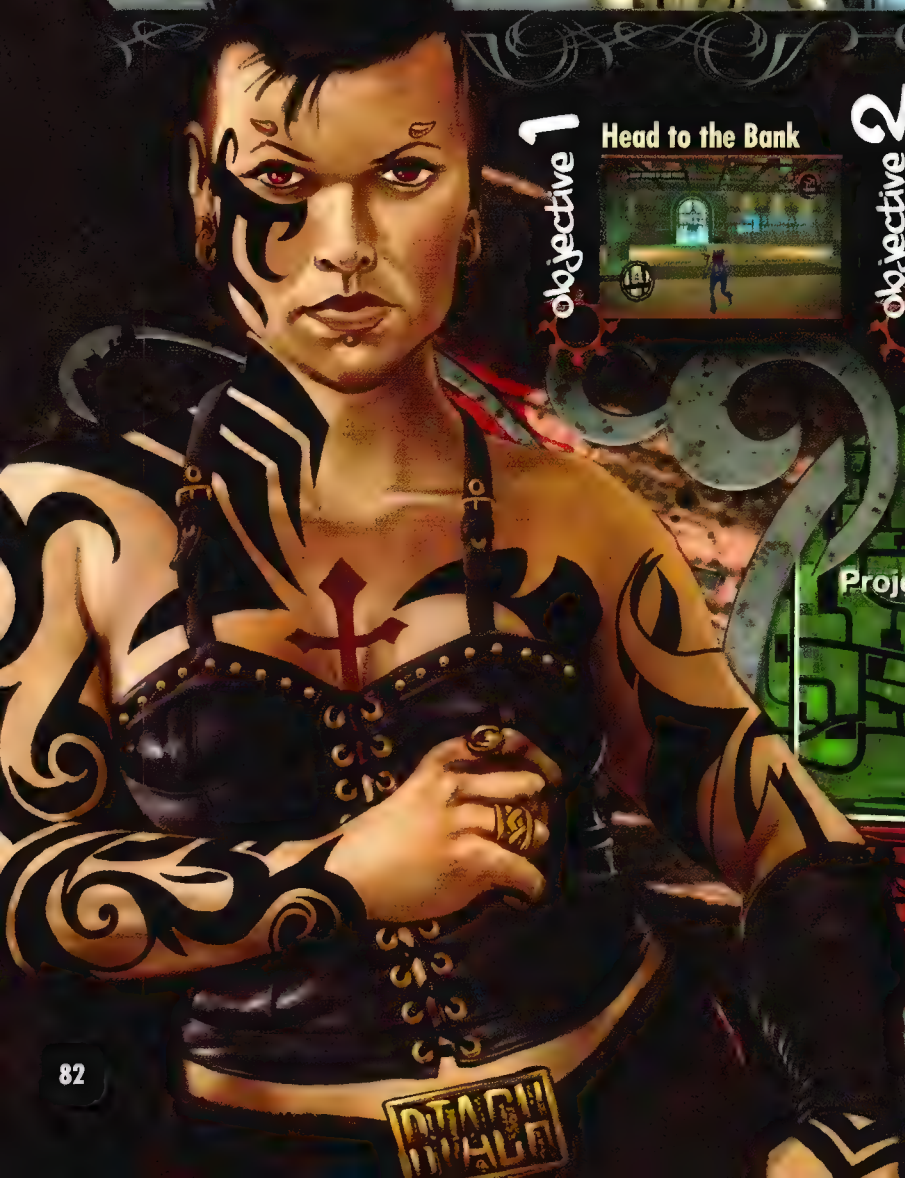
When you get to Carlos's location, you find him chained to the rear of a large truck, getting dragged across the asphalt as it speeds around. Use the Bulldog's roof-mounted minigun to tear into the vehicle.

The truck comes to a screeching halt after taking enough damage and the Brotherhood run for the hills.

Bleeding and broken, Carlos is in too much pain even to speak. You realize there's no chance of recovery for him and so you take out your pistol and lay your friend to rest.

Bank Error In Your Favor

While standing outside a bank in the Southern Cross neighborhood, Shaundi almost gets run over by Maero's girlfriend. The Brotherhood girl runs toward the bank carrying a suitcase while talking on the phone with Maero about depositing money in order to cover some kind of shipment.



objective 1

Head to the Bank

objective 2

Take Jessica Hostage

objective 3

Bring Jessica's Car to the University Arena

UNLOCKS

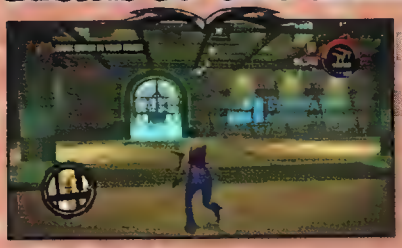
$3,000

Ezpata neighborhood

a smashing good time

Needless to say, Shaundi gives you a call and lets you know that something is up. This could be the perfect chance for some payback.

Head to the Bank



You must get to Jessica before she makes her transaction. Find a car and drive to the Stilwater Bank in the Southern Cross neighborhood.

Take Jessica Hostage

Walk into the bank and run up to Jessica before the officers inside have a chance to respond. Grab her and take her hostage.

Keep a good distance between you and the cops while you're holding her. As long as you are facing them, they won't dare fire at you.

Use Jessica to Shut Off the Lockdown

An alarm begins to sound, indicating that the bank has been locked down. Bring Jessica to the waypoint in the back of the bank and force her to shut off the lockdown. Press the Action button to order her to shut off the alarm, then quickly grab her again when she's finished.

Take Jessica to Her Car

With Jessica in hand, descend the stairs into the main part of the bank again. Take out your shotgun or a grenade—an entire S.W.A.T. squad charges into the bank as you're trying to leave.

Stay on the outside ring of the lower level to avoid getting flanked by the S.W.A.T. officers. After clearing them out, leave the building and turn left toward Jessica's car. Take her to the checkpoint behind the car and press the Action button to throw her into the trunk.

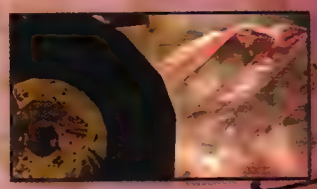
Bring Jessica's Car to the University Arena

Follow your GPS route to the University Arena after shoving Jessica into the trunk.

HOT ON YOUR TRAIL

You have three levels of Police Notoriety to deal with after racing to the University Arena. Keep in mind that the mission fails if Jessica's car is destroyed.

While Maero is busy revving his engine at the monster truck rally in the University Arena, you sneak in and place Jessica's car at the end of the line of vehicles that Maero is about to run over for the crowd. After he unknowingly runs over his girlfriend, you walk up to him and toss him the keys to her car, telling him to check the trunk.



Thank You and Good Night

In the midst of your revenge on Maero, you forgot to interrogate Jessica about the shipment. Donnie's either dead or out of the loop by now, but maybe the Brotherhood's tattoo artist, Matt, can provide some information. His band, the Feed Dogs, is set to play a show in the city.

objective 1

Pick Up the Fireworks Truck

objective 2

Get to the Arena

UNLOCKS

- $3,500
- Copperton neighborhood
- The Brotherhood Fighting Style

Showtime

You have no idea what the shipment might contain, but Maero seems to want it badly, which makes your need to steal it from him insatiable.

Pick Up the Fireworks Truck

It's been a long time since you've gone to a concert; you might as well arrive in style. Fireworks should do the trick! Follow the GPS route to the fireworks truck.

Kill the Brotherhood Guarding the Truck

Use your guns to take out the Brotherhood members that surround the truck. After killing all the guards, run to the fireworks truck and hop in.

Get to the Arena

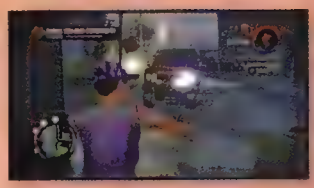
You take position in the back of the truck while Pierce jumps into the driver's seat. It's up to you to defend it from incoming fire by throwing out boxes of fireworks into enemy vehicles.

The truck can only take so much damage, as indicated in the upper left hand corner of the screen. You fail the mission if the truck loses all of its health, so keep tossing those fireworks!

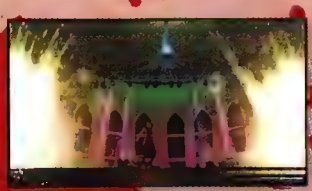
You have two attack options with the fireworks. If you toss a box on the ground, its fuse ignites and the package explodes after a few seconds. This is good for setting traps against Brotherhood or police cars that are far behind you.

The second option is to throw the box directly at enemy vehicles, causing it to explode on impact. Aiming this way can be difficult, so this tactic is best used against enemies close to the truck.

As always, keep an eye on the Minimap to see where enemies are coming from before they come into view. Plant your explosives in a timely fashion and keep the truck safe until you reach the University Arena.



You run up on stage as the Feed Dogs are playing and fire off a gunshot to scare off the crowd. You start beating Matt with his own stage equipment until he fesses up that he's heard something about the shipment coming in by boat. You call up Shaundi and tell her to start getting info from workers at the docks.



Retribution

Just as you start to enjoy some recreation time, you find out that the Brotherhood is causing trouble on the Saints's home turf. Pierce tells you that the rival gang has trucks driving around the place, blowing up everything. The cops are involved and people are getting arrested right and left.

an explosive affair

It's up to you to kick the Brotherhood out of your neighborhood before everyone ends up getting arrested or the entire place goes up in flames.

Kill the Four Brotherhood Lieutenants

If you kill the four lieutenants leading the Brotherhood assault on your turf, the rest of the thugs should end up running away in fear.

co-operate

It's faster to split up and take out the lieutenants separately when playing with a friend.

Save the Shop Owner

First set a waypoint to Brown Baggers in Copperton. A group of the Brotherhood has stormed in and started to beat the owner. Park your car near the front door and run inside.

Aim for the Brotherhood member marked with an arrow—he's the lieutenant. Shoot his helpers after killing him, then hop back in your ride.

Kill the Lieutenant Getting Arrested

Next, drive toward the next lieutenant just southeast of Brown Baggers. A group of police officers is in the midst of arresting the lieutenant, but it's death, not jail time, that this one deserves.

from a distance

It's best to take out the second lieutenant from long range in the safety of your car. After shooting him, the nearby police officers immediately turn to open fire on you, so this tactic lets you speed away with haste.

Break up the Brotherhood Meeting and Kill the Lieutenant

Now it's time to take care of the lieutenant in Encanto. Set your waypoint to the location and hunt down the thug.

This lieutenant is in the middle of a meeting, most likely plotting the next move against the Saints. Drive to the top of the parking garage where they're meeting and pull out your guns.

The lieutenant jumps into a nearby car and speeds away as you near. Charge through the Brotherhood members on the rooftop and swerve your car in the way of the lieutenant's getaway vehicle. This prevents him from racing away so that you can shoot him right there on the roof.

Give chase and check the Minimap to see where the lieutenant is heading if ever you fall too far behind. Spray their vehicle with bullets when you catch up.

Stop the Brotherhood From Torching the Docks

Finally, set your GPS route to the final lieutenant, located in Charlestown. As you close in, you are given the task to stop the lieutenant and their minions before they torch the docks. Give chase and do everything in your power to stop them from achieving their goal.

shoot out the tires

It can be easy to lose the lieutenant's trail with so many Brotherhood vehicles chasing after you. Shoot out their vehicle's tires when you get in range.

After taking care of the lieutenants, the screen fades. Mr. Vogel of the Ultor Corporation receives a call from his assistant telling him that Mr. Maero from The Brotherhood has come in for an unexpected visit. Breaking down the door to his office, Maero insists that Ultor help the Brotherhood destroy the Saints by releasing all Brotherhood gang members from jail.

Scared for his life, Vogel calls Troy Bradshaw and threatens the Chief of Police with a media circus unless all the Brotherhood members in jail are released.

Jail Bait

While walking the street, you notice a Channel 6 News broadcast about Brotherhood gang members being released from prison. A suspicious reporter starts to question Chief Bradshaw about the decision, but he tells her to take her questions up with Mr. Vogel. The Ultor executive flat out denies any connection with the Brotherhood when accused of paying for their defense lawyers with Ultor funding.

objective 1

Destroy the Three Prison Buses

objective 2

Destroy the Four Prison Boats

UNLOCKS

$7,500
Huntersfield neighborhood

no escape

Allowing the Brotherhood inmates to get back on the streets would give the gang a huge advantage over the Saints—but you don't plan to let that happen.

Destroy the Three Prison Buses

It's up to you to chase down the prison buses and destroy them before they're able to release the prisoners inside. Get into a nearby car and give chase to the group of buses.

The buses aren't far from their drop-off points, so don't waste any time during this mission. Immediately open fire when the group of buses comes into view and race toward the one in the lead.

Police cruisers protect the buses and more rush in once the shooting begins. Keep your crosshairs on the lead bus and keep shooting until it catches fire. Speed up and pull in front of it to momentarily block its path if extra time is needed.

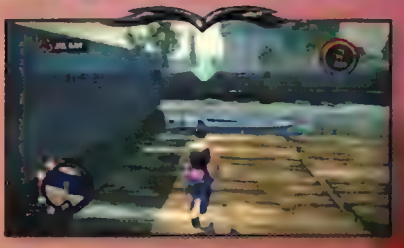
steal a cruiser

With all the gun fighting and collisions going on around you, there's a good chance that your car could end up taking too much damage. Jump out and steal a nearby police cruiser if this happens.

Reverse direction after blowing up the first bus and locate the other two on the Minimap, ramming and shooting them until they catch fire. With the lead bus destroyed, these two panic and are more easily annihilated.

Destroy the Four Prison Boats

After destroying the buses, you receive a call about prison boats delivering the Brotherhood to safety. You're given the choice to either steal a speedboat from the airport docks or a fighter plane from the airport to chase after the prisoners. The speedboat is easier to maneuver than the airplane, so follow the waypoint to the docks and steal the docked boat.



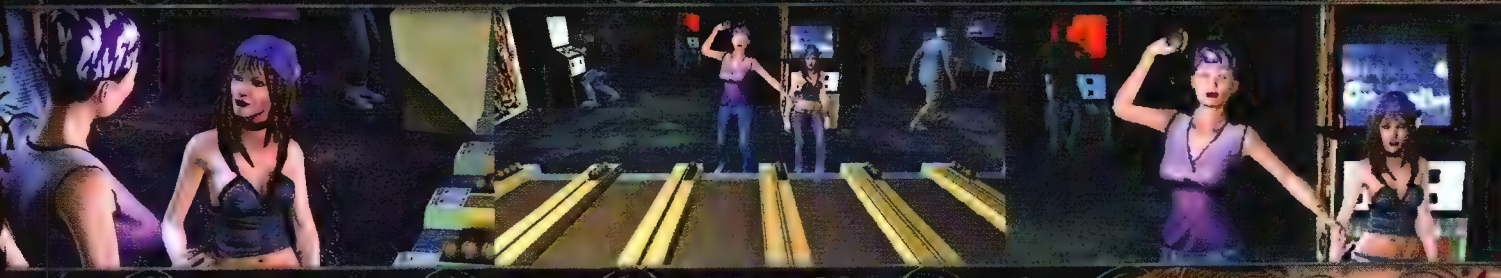
The boats are getting closer to their drop-off points every second that passes. Hit full speed and get to the prison boats as quickly as you can. Pull out your submachine gun or pistol and start firing once they come into view. The boats don't have much protection, so destroying them won't take much effort, even if you are using a pistol.

Finish off the boats one at a time. Stay on the move while destroying them to avoid getting shot up too badly by the officers surrounding you.

Once more, Maero comes charging into Mr. Vogel's office, furious at the Brotherhood's loss of men. Vogel calls out his security forces to escort Maero off the premises, threatening his life if he ever returns. He also lets him know that Ultor has confiscated The Brotherhood's shipment.

The Enemy of My Enemy

While playing a game of skee ball with Shaundi at a local arcade, she tells you that some workers down at the docks have spotted Maero roughing guys up for information about a shipment that's supposed to arrive. It seems odd that the Brotherhood leader would be asking about his shipment.



objective 1

Board the Cargo Ship

objective 2

Eliminate Ultor Security

objective 3

Kill the Brotherhood Invaders

UNLOCKS

$12,500

Fox Drive neighborhood

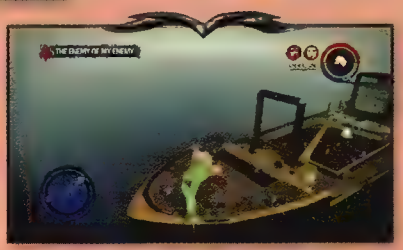
Interception

Soon after your meeting with Shaundi, you find out that the Brotherhood is expecting weapons in the shipment. The Saints could run into some big problems if Maero and his boys get their hands on the incoming arsenal, so you need to get on board the cargo ship holding the goods and intercept the weapons before they get to the Brotherhood.

Board the Cargo Ship

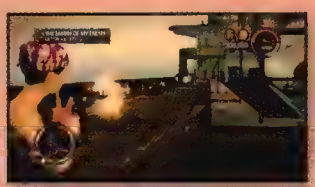
You have the choice to take either a speedboat or a helicopter to the cargo ship. If for nothing more than theatrics, opt for the helicopter located in the Airport District of Huntersfield. When you arrive at the Hapton hotel, go inside and ride the elevator up to the rooftop helipad.

Take up the pilot's seat and follow the GPS to the cargo ship. Once in view, ease off the accelerator and descend to the ship's bow. Try to land quickly—the security guards below begin firing at the helicopter once you're in range.



Eliminate Ultor Security

The cargo ship is full of Ultor security guards. Jump out of the helicopter after landing and start firing at the ship's defenders. First clear the guards from the helipad and then pursue the remaining guards in the mid-section of the ship.



Shoot the guards underneath, then return to the surface. Push toward the stern of the ship and kill every Ultor guard along the way.

BOOM!

Some of the guards are equipped with rocket launchers. Target them first to avoid getting splattered all over the deck.

Run inside the structure at the stern of the cargo ship and clear out the security inside. Ascend the stairs to the observation deck to find the last of the guards.

While you're busy checking out the shipment, Shaundi calls and tells you that Brotherhood gang members are en route to your location. Luckily, it shouldn't be too difficult to take care of them with all the heavy weapons lying around.

Kill the Brotherhood Invaders

Step into the nearby markers and press the Action button to replenish your rocket launcher and assault rifle ammo before charging up to greet the Brotherhood.

There's a large group of them waiting for you when you reach the top surface, so equip your rocket launcher first. Get at least a few steps away then fire a rocket by their feet, taking out the entire group in one shot.

Switch out your rocket launcher for the assault rifle and shoot down the remaining invaders.

After taking care of the invaders on the ship, divert your attention to the two Brotherhood helicopters aggressively circling the ship.

Defeat the Second Wave

You have a brief moment before a second wave of the Brotherhood come to attack again. Take this time to run back down to the shipment and refill your rocket launcher and assault rifle ammo. Hurry back up to the helipad and blast any helicopters trying to land with more thugs.

Avert your eyes to the water and blow up any incoming boats before they can drop off more Brotherhood thugs to come after you.

You have ten seconds until the third and final wave approaches. Run downstairs to refill your ammo like before then hurry back up and blow up any helicopters trying to drop off Brotherhood thugs. Don't drop your guard until every last one has fallen.

With a grin on your face, you call Shaundi and tell her to bring over some of the boys—there is some heavy lifting to do.

The Siege

The Saints are now armed to the teeth with weapons, while the Brotherhood has been left empty handed. The opportunity is too great to pass up—it's time to bring the Brotherhood's operations to a close.

Objective 1

Meet the Saints at the Brotherhood Hideout

Objective 2

Kill the Lieutenants

Objective 3

Break Into the Warehouse

Objective 4

Kill Maero

UNLOCKS

$25,000
Stoughton neighborhood
Minigun

Showdown Take 1

You're finished toying with Maero and his petty gang. He's been nothing but a thorn in your side ever since the two of you first spoke within the Stilwater caverns.

Meet the Saints at the Brotherhood Hideout

It's time for the Saints to finish off the Brotherhood. You agree to meet near their hideout so you can launch a full offensive against your rivals. Get in your car and follow the GPS to your meeting location.

Your Brotherhood Gang Notoriety slowly rises over time to a maximum of four levels as you make your way to the meeting spot, so waste no time in getting there.

It's a good idea to bring a homie or two with you so that you can concentrate on driving while they fire at any Brotherhood vehicles giving chase.

Kill the Lieutenants

You decide to kill ten of Maero's lieutenants with your backup in hopes of drawing out the leader. They are all surrounding the docks to the east of your meeting spot.

Watch out for the first lieutenant in view on the roof of the nearest docks building. He's wielding a rocket launcher and can easily take you out with one well-aimed shot.

Continue throughout the area, using the Minimap to find each of the lieutenants. Watch the rooftops for lieutenants with rocket launchers and scan your surroundings for Brotherhood vehicles rushing in with reinforcements.

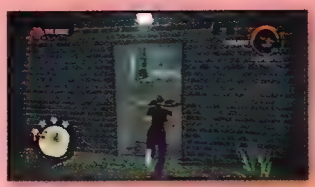
all together now

You're far from alone during this manhunt. Stay near your backup whenever you can while hunting down the Brotherhood lieutenants.

Break Into the Warehouse

After eliminating the lieutenants, head to the southwestern entrance of the large warehouse near the water. Look for the building with the sign on its side that reads "Dillow Brothers Shipping."

The Brotherhood's warehouse is fairly large and it can be easy to get lost inside if you don't know where you are going. Open the door leading inside and turn left. Proceed through all of the doors leading north until you reach the staircase in the north section of the building.



Get to the Roof

Follow these directions to reach the roof. Ascend the stairs to the third floor and fight to the other side of the level, taking the walkway on the right-hand side of the large gap in the floor. The checkpoint at the door on the other side tells you to find a way to get to the roof, but there's debris blocking the way up the staircase.

Sprint back to the other side of the building from where you entered and ascend to the fourth floor. Your gang members are in the middle of a gunfight against the Brotherhood.

Walk toward your men and turn right down the hallway, clearing out the side rooms along the way. Turn right when you get to the large break in the floor and enter the doorway leading into the room full of plants.

Clear out the room and walk through the doorway to the north with the staircase inside. Ascend the staircase up to the fifth floor and take out any guards along the way. Follow the waypoints to the north side of the building.

Enter the door with the number five on it and a Brotherhood wolf tagged above it, ascending the proceeding staircase up to the sixth floor.

Kill Maero

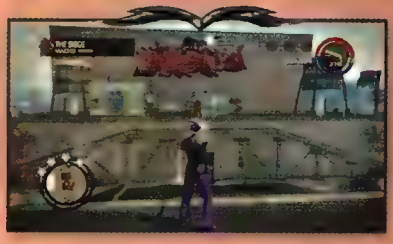
Maero spits a hail of bullets as you come out to the rooftop. The Brotherhood leader wields a large minigun and is ready to fight to the death.

The fight starts with you and Maero on opposite sides of the roof. Don't rely on cover for too long—his minigun rips through obstacles quickly.

Race toward him and down into the pit below where his gun can't hit you. He then switches to explosives and throws them down at your location. He typically throws two or three, then presses the detonator to make them all explode simultaneously.

Wait for him to start tossing the explosives and then run back up to the rooftop before he has the chance to hurt you on detonation.

Once he detonates the explosives, run back toward him and start shooting until he throws out more. Keep retreating when he's close to detonating, then returning immediately after to open fire.



If you're quick about it, you should be able to take down the Brotherhood leader without sustaining too many injuries. The explosions have a fairly large blast radius, but they are easier to outmaneuver than his relentless minigun.

Maero charges you when the fight is over and the two of you engage in melee combat. You both end up tumbling over a hole in the ceiling and falling down to the first floor far below. You stab Maero in the neck and face. Matt then rushes in and knocks you over, giving Maero a chance to escape and drive away.

Showdown

Maero wants the feud between your gangs settled once and for all. He calls you and insists that you meet him at the Ultor Dome. Upon arriving, you walk into a seemingly empty stadium when suddenly the lights turn on and you see that Maero and his men are surrounding you in their trucks.

Objective 1

Kill Maero

UNLOCKS

- $50,000
- Little Shanghai neighborhood
- Maero's Monster Truck
- Brotherhood Lieutenant Vehicles
- Brotherhood Personality
- Pierce

showdown take 2

It's been satisfying causing the Brotherhood so much trouble recently, but now it's time to end their operation once and for all. Maero's about to get what he's had coming for a long time.

Kill Maero

You begin the map on foot, surrounded by a large group of Brotherhood vehicles of all shapes and sizes.

This can be a very tough battle if not played out properly. Start off by picking up the rocket launcher near your starting location and take aim at the first vehicle you see.

rocket launchers

There are multiple rocket launchers spread out across the upper level of the track. Try to pick them up when it's safe so you have a good stash of rockets.

You won't get off more than a few shots before the upper level starts to get too crowded. Get out of there and run down to the trenches on the outside for more cover. Sprint from cover to cover if you need to separate groups of trucks that are chasing you down.

It's best to avoid Maero at this point. You must first concentrating on thinning out the support from his followers.

save your strength

Don't sprint unless it's necessary. Save your energy for escaping an attack that threatens your life.

co-operate

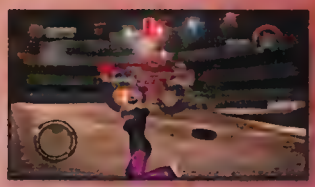
It's best to split up here if you're playing with a friend. You can cover more ground that way. If one of you gets caught in a tight spot, the other is more likely to be free and help you out.

The Minimap only shows Maero's location. His minions don't show up on the map at all, so you must keep an eye out in all direction to avoid getting run over when you least expect it.

Use submachine guns or an assault rifle to shoot out the other cars' engines when they get too close for you to fire off a rocket.

Don't sit in one place for too long or you can easily get trapped between several vehicles and their gunfire. Instead, stay on the move and keep shooting so that the others must work to get at you.

After dealing with Maero's support, it's time to take down the man himself. Get close to his truck and race circles around him. Maero's truck is so large that he gets stuck running circles around with you. Keep him in a tangle and fire into his vehicle until it explodes.



You walk up to Maero's truck as he crawls out from its flaming ruins, injured and unable to speak. After hitting him a few times, you ask if he has any last words.

Saint's Seven

Pierce wants to deal a heavy blow to the Ronin, and he thinks the best way is by shooting up one of their biggest moneymakers, the casino Poseidon's Palace. After describing his elaborate plan of how to break inside, Gat cuts in and suggests you just start from the front door and shoot anybody in your way to the money inside. You like that kind of thinking.

Casino Shakedown

You like Pierce's idea of busting up one of the Ronin's casinos, but you like Gat's idea of how to go about it even more. You decide to bring Gat along for the ride.

Head to the Casino

Get into a nearby car and follow the GPS route to Poseidon's Palace. Gat tells you about the Saint's leader, Shogo Akuji, and how only his vanity compares to his ruthlessness. When you ask for Pierce, Gat tells you that he sent him off to go pick up some Saints and meet the two of you at the casino.

Take Out the Security Guards

You and Gat must first take out the Ronin security guards at the casino before you can hope to reach the money. Most of the guards are in the main room of the first floor, with the others rushing down to join the fight soon after you open fire.

Use the groups of slot machines for cover and work steadily around the room, killing the Ronin guards one by one.

Defend Gat

Gat runs to rig the doors to the vault with explosives so you can get the money inside.

As he's busy rigging the doors to the vault, it's up to you to defend him from all the incoming Ronin. Equip the submachine guns and stand at his back, facing the casino. Gun down the attacking Ronin as they come running toward you.

Gat runs to the door on the other side about halfway through his progress. Move with him and again stand at his back to protect him from the incoming Ronin.

Get Away From the Door

Move away from the doors as soon as Gat's progress bar is full to avoid getting caught in the explosion. Pierce parked the truck out front so that the two of you can rush the loot out to him.

Get the Loot to Aisha's House

The Saints just made some huge bank from the Ronin's casino, but first it needs to be stored and cleaned. Gat suggests taking it to Aisha's place.

The Ronin called the cops after your break-in, so you must drive to Aisha's with both police and Ronin in pursuit.

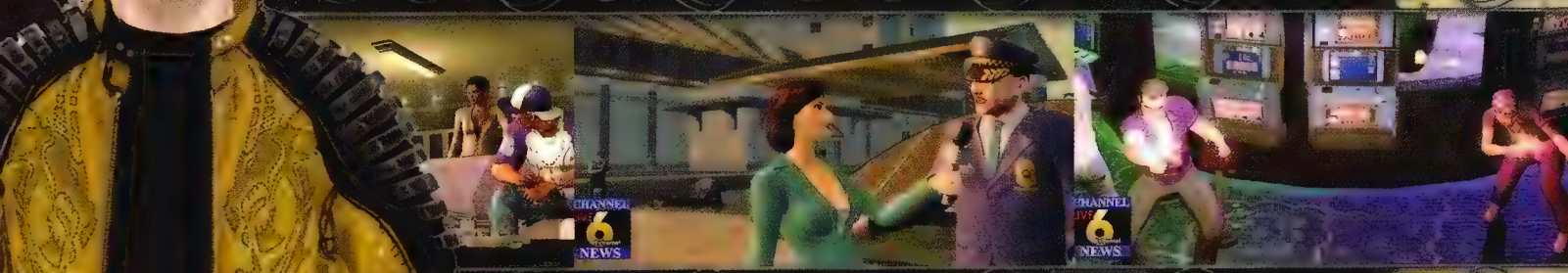
keep on truckin'!

The truck you're driving is durable and can take a beating. Ignore the cops and just drive straight for Aisha's. If any pesky Ronin bikers get in the way, just bash into them.

Back at the Ronin's hideout, Shogo and his assistant, Jyunichi, discuss the matter of the Saints. Jyunichi seems to be worried about the attack, while Shogo seems to care less about a gang war and more about living luxuriously. He tells Jyunichi to relax, and to get used to the way things are going to be run in America without Shogo's father there to take charge.

Laundry Day

Aisha walks in and asks why there's a big pile of cash sitting on her table. Before you have time to fully explain, a TV report comes on talking about your heist at the Ronin casino. The Chief of Police, Troy Bradshaw insists he knows nothing, but you were all caught on tape busting the place up. Being an investor in the casino, Ultor wants to know what happened, as well.



objective 1 Visit the Used Car Salesman

objective 2 Visit the Arms Dealer

objective 3 Re-sell the Merchandise at the Fence

objective 4 Protect the Fence

UNLOCKS

$1,500
Nob Hill neighborhood

cleaning up

You need to get the money out of Aisha's place and clean it, otherwise it's useless to the gang. After witnessing your fifteen minutes of fame on TV, you head out to start the laundering process.

Visit the Used Car Salesman

Pierce calls and asks if you even know how to launder money. You tell him it's easy—just buy expensive things and sell them again for money. He has his doubts, but you tell him not to worry. Get in your car and head to the used car salesman.

When you reach your destination at the Trailer Park, get out of your current vehicle and walk up to the salesman. You negotiate and buy the car off of the salesman, and are then told to get in the car.

do not shoot him!

Yes, in most situations, when you see a large arrow pointing down at someone, it means to kill them. Resist the urge! He's just a salesman, and you can't broker a deal if he's dead.

Visit the Arms Dealer

Get in your new car and drive it to the arms dealer for the next exchange.

PROTECT THE CAR

You must stay inside and protect the car you bought from the dealer for the duration of the mission. If it gets destroyed in any gunfights throughout, you fail the mission.

Race to the arms dealer and be extra cautious about not hitting too many things along the way. Luckily, the car has great handling and so dodging at high speeds isn't too difficult.

When the Ronin start appearing on their motorcycles, quickly aim for the riders and blast them off their bikes. Stop your car and pull up to the dealer when you arrive. You work out an exchange for some big guns.

Re-sell the Merchandise at the Fence

Now drive to the fence so you can sell off these bad boys. When you arrive at the fence, she says she's interested in what you have to sell, but you take her back to her place to get the goods.

repair

If at any time your vehicle starts to take too much damage, don't hesitate! Visit a mechanic to repair the damage.

Protect the Fence

The fence takes the driver's seat and you're given an AR-50 with a Grenade Launcher attached.

The gun has infinite rounds and grenades to use, so hammer away at any Ronin you see. The grenade launcher has a fairly quick reload timer, so don't hesitate to drop a few out the back of the car when vehicles give chase.

A roadblock of Ronin waits for you about halfway to the fence's house. Toss a grenade far ahead to send them and their vehicles flying.

The scene changes to the Ronin hideout after you pull up to the fence's house. Shogo is on the phone with his father explaining his failure. His father has decided to come to America to teach his son how to lead. Shogo flies into a fit of rage and orders Jyunichi to gather the boys and go after the Saints.

Road Rage

While waiting for Gat at Aisha's place, Johnny comes busting through the door with a Ronin thug in hand. It turns out that the Ronin sent out a gang of their boys to attack the Saint's hideout. Gat shoots the punk when he refuses to tell you why.

Objective 1

Stop the Ronin

UNLOCKS

$2,000

Tidal Spring neighborhood

Unwelcome Visitors

Gat warns you that Kazuo Akuji, the true leader of the Ronin, is coming from Japan to America. The man is thought to be a sort of boogeyman. He then sends you off to chase down the Ronin headed toward your hideout.

Stop the Ronin

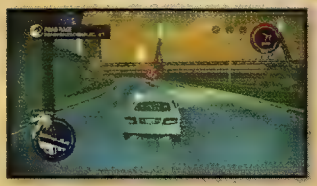
Four Ronin bikers are flying through the streets of Stilwater toward your hideout. Hop onto the bike in front of Aisha's house and give chase.

Follow their path on the Minimap and shoot them with your submachine gun when in range. Their bikes can't take much damage, and explode after a few well-placed bullets to the engine.

Stop the Reinforcements

Three more Ronin bikers join the charge for your hideout whether or not you've finished off the first four. If your bike has taken too much damage, quickly find another fast vehicle and hop in before giving chase.

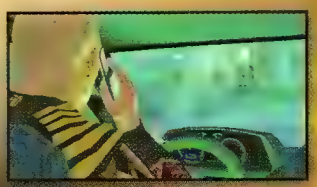
Your submachine gun currently holds an infinite amount of ammunition, so spray wildly whenever you near the bikers, as they are quickly closing in on the hideout.



Ram Them

Switching from your bike to a fast car has one major benefit—the car can be used as a battering ram against the Ronin's tiny motorcycles.

The scene changes to Shogo Akuji talking to Dane Vogel of the Ultor Corporation. Mr. Vogel is upset about the Ronin's weak attempt at protecting Ultor's interests. Shogo insists that he has his best man after the Saints right now, and the scene changes to Jyunichi sitting in a car outside Gat's home.



Bleeding Out

The Ronin have broken into Aisha's home and have her tied up to a chair. Jyunichi threatens her life if she doesn't tell them where the money is. As you and Gat walk up to the house, you hear a noise and slowly come inside. The Ronin hide, and you see only Jyunichi, who then severs the head of Aisha.

objective 1

Protect Gat

objective 2

Protect the Car

UNLOCKS

$2,500
Filmore neighborhood

second death

You and Gat get into a fierce gunfight with the Ronin. They seem to have snuck in from every direction. Johnny goes after Jyunichi but ends up getting the killer's blade punched into his belly. A brief melee ensues between the two just before Gat collapses to the floor and Jyunichi runs from the house.

Protect Gat

It's up to you to protect Gat as you wait for the ambulance to arrive and take him to the hospital.

Kill the surrounding Ronin and watch Gat's health. You must keep him alive for just under a minute until the ambulance arrives. Keep your back to him so that you draw more of the Ronin's gunfire than he does.

co-operate

When playing with a friend, have one player stay near Gat to protect him from suffering any more injuries. This leaves the second player free to actively pursuit incoming Ronin.

No ambulance arrives once the timer counts down. Instead, more Ronin storm in for another attack. Fight them off to keep Gat safe. You call one of the Saints and tell them to come pick you up since an ambulance probably won't appear.

Protect the Car

Your ride pulls up in a vehicle shortly after your call. You hop in with Gat and the driver races off toward the hospital. You are given a rocket launcher with an unlimited amount of ammunition, so equip it and blast the incoming Ronin.

The drive to the hospital is a long one, and you must keep the car intact. Keep firing rockets to push back the Ronin. Keep in mind that it takes the launcher a moment to fire its rocket after pulling the trigger. Your rockets have slight heat-seeking capabilities. So long as you launch the missile when your cursor is over an enemy, you have a good chance of making contact.

rattle 'em with bullets

Sometimes the reload on the rocket launcher can feel like an eternity. Don't be afraid to pull out your assault rifle or submachine guns to quickly mow down the highly maneuverable Ronin bikers.

Gat's slammed onto a stretcher and run into the hospital when you arrive. You call up Pierce and order him to find out when Mr. Akuji is coming into town.

Orange Threat Level

Pierce hands you a passenger list for Mr. Akuji's flight to America. It turns out that the Ronin leader has purchased every 1st class seat on the plane. He must have friends along for the ride…

objective 1

Beat the Ronin to the Airport

objective 2

Bypass Security

objective 3

Chase Down the Ronin

UNLOCKS

$3,000
Quinbecca neighborhood

Welcome to America

In the short amount of time you've been dealing with them, the Ronin have caused more pain to you than any other. They attacked Johnny and killed his girl, Aisha, inside of their own home. It's time you repay the favor.

Beat the Ronin to the Airport

You have two minutes to get to the airport before the Ronin arrive. Hop into a nearby car with Pierce and floor it to the checkpoint.

Bypass Security

The timer goes away when you get to the airport and you're given the task to find the back entrance in order to bypass security.

Follow the GPS route to the waypoint in the back. Keep following the waypoints as they lead you to the back entrance of the airport.

Head to Akuji's Gate

Follow the route to Akuji's gate. A group of Ronin lieutenants shows up when you climb the stairs to the second floor.

It seems that Akuji has gone to another gate. Kill the four lieutenants and their henchmen and then proceed to the second gate.

Chase Down the Ronin

The Ronin begin to flee as you're headed to the second gate. You and Pierce jump into a nearby buggy and give chase.

The two lieutenants you need to kill are driving away in a buggy like yours. Give chase and maintain a constant stream of fire.

Keep up with the lieutenants until they stop outside of the airport terminal. They must have called for backup, because Ronin thugs come swerving into the battle. After the lieutenants and their backup have been killed, you decide to go back to the hideout and figure out what to do next since Mr. Akuji never showed up.

The scene changes to Jyunichi driving Shogo's father away from the airport. He tells Shogo that on his way to pick up Mr. Akuji, he spotted the Saint's leader and immediately went to Akuji's plane in order to evacuate the Ronin leader. Furthermore, Mr. Akuji's fury with Shogo is boundless, and anything Shogo wishes to say to his father must go through Jyunichi first.

Kanto Connection

Pierce is trying to convince you to let him take Gat's place for the time being when you receive a call from a stranger. He tells you to meet him at Kanto if you want revenge on Jyunichi for killing Aisha and hospitalizing Johnny.

Objective 1

Head to Kanto

UNLOCKS

$3,500
Rebadeux neighborhood
Ronin Fighting Style

revenge

You're not sure who that was on the phone, but there's no way you're going to miss the chance to exact revenge on the man who's caused so much pain in such a short amount of time.

Head to Kanto

Jump on the motorcycle waiting nearby and follow the GPS to Kanto.

Find Jyunichi

As per your phone conversation, head inside Kanto to see if you can find Jyunichi inside. You find him immediately, surrounded by guards.

sword fighting

You can only use a sword as a weapon in this fight. Use your Primary and Secondary Attacks to counter incoming swings by attacking just before their swing connects.

You cannot damage the guards by charging at them wildly. You must either counterattack their blows or charge up a powerful single attack to break their defenses.

You can tell when the guards are about to attack because they raise their swords above their heads and slowly swing down. Be patient and don't try to counter too early.

Jyunichi attacks much more quickly. He cannot be attacked directly either, but instead you must inflict damage through counter attacks. He tosses you over his shoulder and attacks you on the ground if you try to counter prematurely or at the wrong time.

Reinforcements come to his aid throughout the fight, so try to mix up your attacks between him and his guards. Continue countering Jyunichi's attacks until his life dwindles down to nothing.

Back at the Ronin hideout, Mr. Akuji tells his son Shogo about Jyunichi's death. Shogo swears to finish what he started and finish Gat himself, but his father tells him to go away.

Visiting Hours

Gat seems to be recovering well at the hospital, and should be able to get back on his feet in the next few days. However, three Ronin break into the hospital while you're visiting him. They cut the power in preparation for an attack.

objective 1

Escape With Gat

objective 2

Fly Back to the Hideout

UNLOCKS

$5,000
Union Square neighborhood
Medical Helicopter

early recovery

The Ronin are here to kill Gat in retaliation for the death of Jyunichi. It's up to you to help Gat out of the hospital before the two of you are overrun.

Escape With Gat

Gat hasn't recovered enough to walk just yet, so you must push him out on a gurney. To grab the gurney, stand at the head of it and press the Action button.

You have one hand free to hold a weapon while pushing Gat. You need to keep him safe from enemy fire so that he doesn't lose too much blood. His health appears in the upper left corner of the screen.

DRIP, DRIP, DRIP

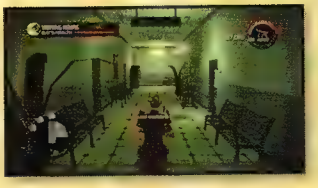
Gat is losing more blood by the second, so hurry up! Remember that you can still sprint while holding his gurney.

Turn left when you exit Gat's hospital room, then immediately right down the hallway. Have your weapon ready so you can plug any Ronin trying to take you out.

Turn left before the receptionist's desk and toward the waypoint leading into the surgery room beyond.

Guide him around the room toward the end, shooting down Ronin in the fray of obstacles. Race down the following hallway turn right into the next waypoint.

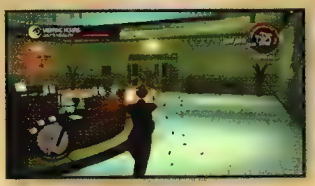
Bingo! You've found some medicine and Gat's health is back to full, but that doesn't mean you can relax! He's still losing blood and needs to get out of there as soon as possible.



Turn into the next hallway and race to the end, stopping only briefly to plug the Ronin waiting in the room to your right.

You've arrived at the main entrance. Briefly let go of Gat's gurney so that you can run into the main hall and shoot the Ronin guarding the area

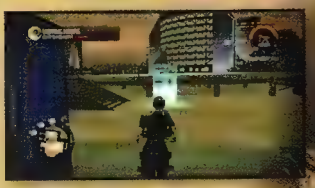
Push Gat toward the entry doors and let go of his gurney so you can kick them open. An explosion erupts and you decide to escape to the roof and take a helicopter.



Take A Different Route

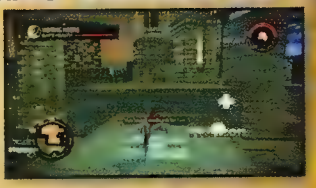
Grab Gat's gurney and race back to the eastern corridor from where you came. Follow the outer hallway until you run into the next waypoint.

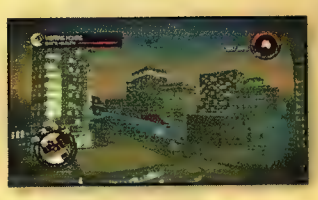
A small group of Ronin attack once you step out of the elevator. Dispatch the attackers before they can cause Gat any harm, then race down the hallway and turn right out onto the helipad outside.



Fly Back to the Hideout

Luckily, you find medicine in the helicopter before taking off, restoring Gat full health. It's now your mission to fly him back to the Saints hideout in time.





Unfortunately, the Ronin have their own helicopter to send after you. While you aren't equipped with any weapons, their helicopter is armed

Fly back to the hideout as speedily as possible. Keep your nose down and sway to the left and right to better your chances of dodging incoming fire. The enemy helicopter rains bullets on your helicopter if it gets too close.

Only slow when you get within sight of the Saints hideout rooftop, marked with a glowing waypoint up top. Pull back on the throttle and descend onto the landing pad.

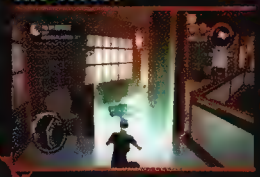
The screen fades and changes to Mr. Akuji's household. Shogo's father is meeting with Mr. Vogel of the Ultor Corporation, and the two have harsh words for each other. Vogel can't cover Ronin antics like those at the hospital, and Mr. Akuji doesn't want to protect Ultor unless they are offered something better. In one final blow, their contract together is terminated.

Room Service

Dane Vogel from the Ultor Corporation comes to pay you a visit at the hideout. He informs you of Ultor's severed ties with the Ronin and offers their whereabouts in hope of some kind of alliance.

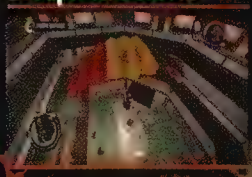
objective 1 Head to the Ronin Hotel

objective 2 Plant Bombs in the Hotel



objective 3 Kill the Lieutenants

objective 4 Escape the Hotel



UNLOCKS

$7,500
Brighton neighborhood

structural malfunction

Gat's highly opposed to doing anything but kill Vogel, but you'd rather save the ammo for Mr. Akuji. The Ultor exec offers to stay at the hideout while you go hunting for the Ronin based off of his information. Seems like a sound deal…

Head to the Ronin Hotel

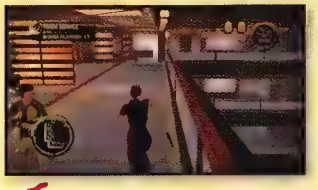
Hop in a nearby car with Gat and follow the GPS route to the Ronin hotel. It's time to see if Vogel is providing valid locations for the Ronin or just bluffing. Pull over when you arrive at the waypoint and enter through the double doors.

Kill the Ground Floor Ronin

There are five Ronin guarding the ground floor of the hotel. Pull out your weapon of choice and fire on the Ronin. Once cleared, Gat yells for you to work up the building while he covers the ground floor.

Plant Bombs in the Hotel

Run to the elevator and ride it to the next floor. You're given the task to rig the hotel with seven bombs. There are two spots on the second floor that must be rigged. Use the Action button to place the bombs in their designated spots.



After the first bomb is planted, a four-minute timer begins to count down until detonation, so you don't have much time. Go as quickly as you can while killing any Ronin who stand in your way.

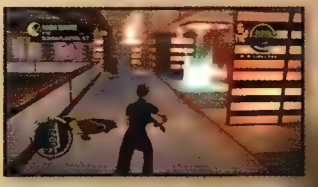
there's no time

There plenty of Ronin in the hotel trying to stop you. Only kill the individuals that pose a threat to you. Time doesn't permit for you to shoot every thug.

Once the first two bombs have been planted, run to either the north or south staircase and race up to the third floor. There are another two spots that must be rigged before moving up to the fourth floor and planting another set..

There's only one staircase that leads to the final floor needed for rigging. Pull out your shotgun and shoot the large wave of Ronin guarding the stairs.

Once the area is clear, run up the steps and fight to the last rigging spot.



Kill the Lieutenants

You're not safe from the timer just yet! Before you leave the hotel, there are six lieutenants that you must eliminate yourself to ensure their demise. They are found on the same level.

Burst into their suite through the sliding doors and take down each lieutenant where they stand.

Escape the Hotel

You must now exit the hotel with the little remaining time that you have. Run back out of the suite and into the waypoint on the railing nearby.

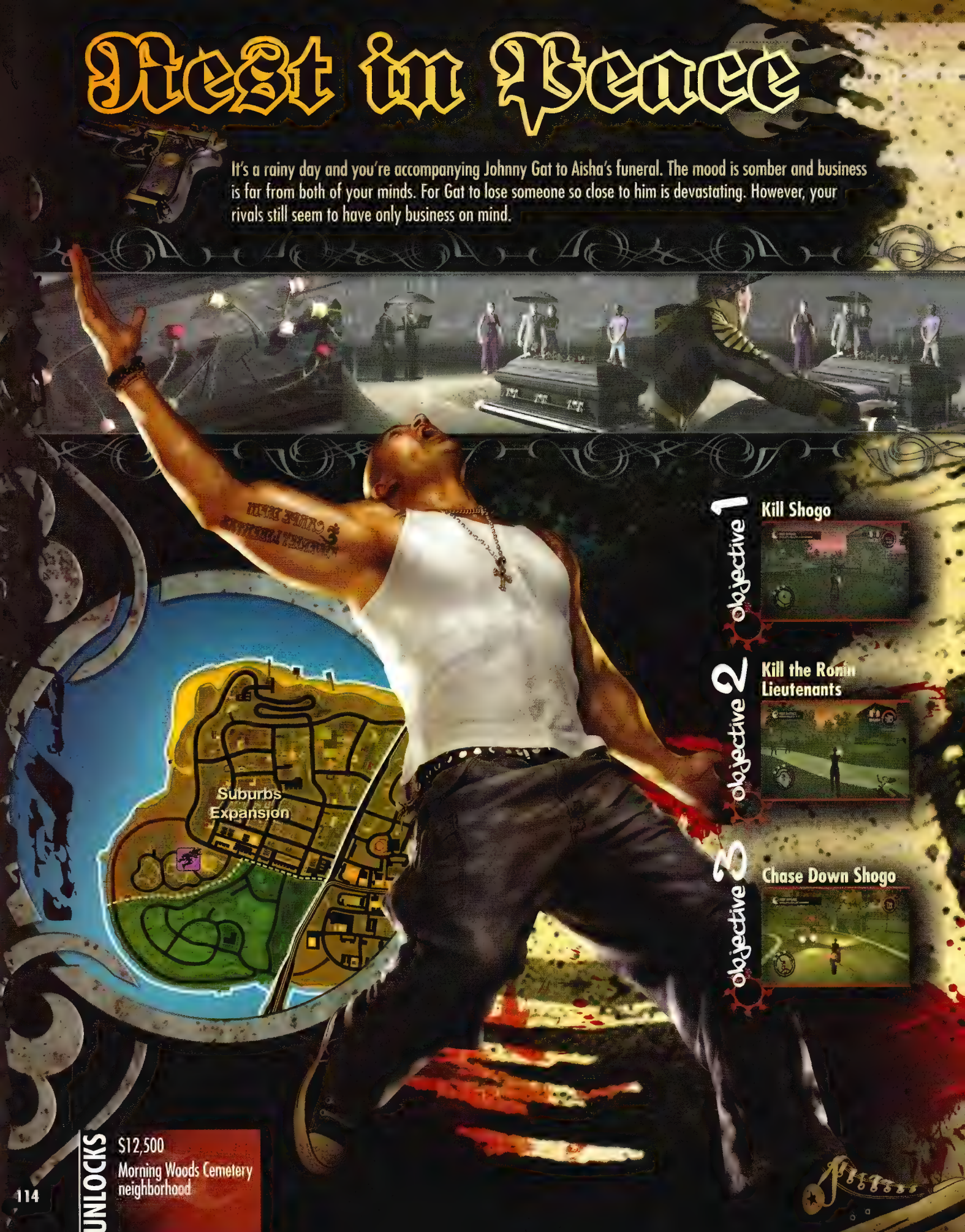
Climb onto the railing and jump down. Open your parachute when given the option and fall safely to the ground floor.

Back at the hideout, Pierce and Shaundi begin to worry about your and Gat's whereabouts. Just before Pierce pulls the trigger, the both of you walk in. Mr. Vogel gets to walk out alive.

Back at the Ronin hotel, Mr. Akuji's fury grows ever stronger. His son, Shogo, swears that he can fix things— met only by his father's doubt.

Rest in Peace

It's a rainy day and you're accompanying Johnny Gat to Aisha's funeral. The mood is somber and business is far from both of your minds. For Gat to lose someone so close to him is devastating. However, your rivals still seem to have only business on mind.



Objective 1
Kill Shogo

Objective 2
Kill the Ronin Lieutenants

Objective 3
Chase Down Shogo

UNLOCKS

$12,500
Morning Woods Cemetery neighborhood

funeral shootout

Shoko Akuji, in a most disrespectful action, comes speeding to the funeral on his bike. He threatens Gat and screams in his face. Johnny tells Shogo to leave—it's no time for business. Soon you notice that Akuji has brought more Ronin along with him.

Kill Shogo

Shogo and his men surround the funeral. They all open fire without notice. Pull out a weapon and defend yourself.

Don't count on using the headstones for cover because bullets destroy them immediately. The best tactic is to run toward the left of the mausoleum in front of you, killing any Ronin blocking the way.

USE HASTE!

You start this mission with three levels of Ronin Gang Notoriety, so don't mess around. As every moment passes, more Ronin are on their way to try to kill you.

The mausoleum provides a small bit of protection for taking a breather when you need it. Heal up and continue around to the other side.

Once the area is mostly clear, start pummeling Shogo with an automatic weapon until his health drops to its halfway point. At this point, Shogo changes tactics and runs away before you have the chance to kill him.

Kill the Ronin Lieutenants

There are a total of seventeen Ronin lieutenants surrounding you after Shogo makes his escape. Shogo seems to be putting every ounce of effort into taking you off the streets. Pull out an automatic weapon and start firing at the intruders.

The first thing you must do is get out of your current position—Aisha's gravesite is practically in the middle of the crossfire.

co-operate

This mission tests your friend's trust to the limit when playing together. You need to be mindful of each other's health and ready to cover one another's back.

After creating some space from the lieutenants, turn around and start firing on the Ronin on the outside. If the battle gets too hot, just sprint away again and recover.

If you see a Ronin car speeding in your direction, kill the driver and take the wheel. Wait for Gat to get in, then race a short ways away from the lieutenants so you have the chance to eat food and recover some health before heading back into the thick of it. Once ready, equip your best weapon and start killing more of your targets, running them over and pumping bullets into them.

Chase Down Shogo

Once the lieutenants have been killed, your new task is to follow Shogo into the house to which he reatreated. Don't let your guard down—you must still deal with attacking Ronin on the way to the house.

Just as you start to close in on Shogo, he jumps on a motorcycle and zips away. You immediately hop on one of your own so that you can chase him down before he escapes.

Shogo speeds around the Suburbs during this fight in a desperate attempt to flee and you need to keep up with him so you can finish the dirty Akuji. Ronin vehicles appear from every direction to try to stop you from killing their leader's son.

If at any time Shogo pulls too far ahead of you, a thirty second timer starts to count down, indicating how much time you have to get back within a close radius to him.

The first thing you should do is ditch the bike and steal one of the Ronin cars coming after you. You may be vulnerable for a brief moment while changing from one vehicle to the next, but chasing Shogo on a motorcycle in these conditions is a recipe for disaster.

Watch the Minimap and try to gauge Shogo's destination you can cut him off and smash into his bike. This causes a good amount of damage to his health and can knock him off balance, lending ample opportunity to get in a few good shots.

Keep the pressure on him, quickly switching cars if needed, and continue firing bullets at him until he loses the remainder of his health.

You pick up and drag Akuji back over to Johnny Gat. In his fury, Gat ends up breaking his leg and beating him to a pulp. Shogo begs for forgiveness, but Gat won't even consider listening to him. Instead, he takes the Ronin filth and throws him into an open coffin. He then proceeds to bury him alive with your help.

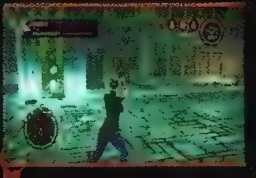
Good D

You and Gat are venting your frustrations at the hideout when Pierce comes in and tells you that he bumped into Mr. Wong on the street. Wong is an old client you used to run missions for back in the day. The old man has come to congratulate you on killing Kazuo Akuji's son. His feelings toward the boy have been sour ever since Shogo killed Mr. Wong's dog, Sadie.

Objective 1 Investigate the Ronin Attack

Objective 2 Protect the Hideout's Ceiling Supports

Objective 3 Search for More Ronin Demo Teams



Objective 4 Kill Kazuo Akuji

UNLOCKS

$25,000
Adept Way neighborhood

infestation

It suddenly comes to your attention that Pierce has been followed. Without notice, a Ronin biker comes crashing down into the hideout, ready to lead an assault against your home territory.

Investigate the Ronin Attack

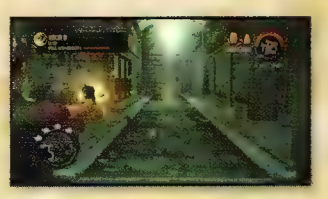
The Ronin are invading your hideout with an all-out attack. Pull out your weapons and shoot the Ronin running into the main hall. When the room is clear, approach the double doors to the northwest leading outside.

Protect the Hideout's Ceiling Supports

A timer appears, counting down from just over a minute. A Ronin demolition team has been sent to break down your hideout's ceiling supports. It's up to you to prevent that from happening over the next minute.

There are two ceiling support pillars that the Ronin are attempting to destroy. The pillars' health is displayed in the upper left-hand corner and lowers whenever the incoming Ronin start pounding one of them.

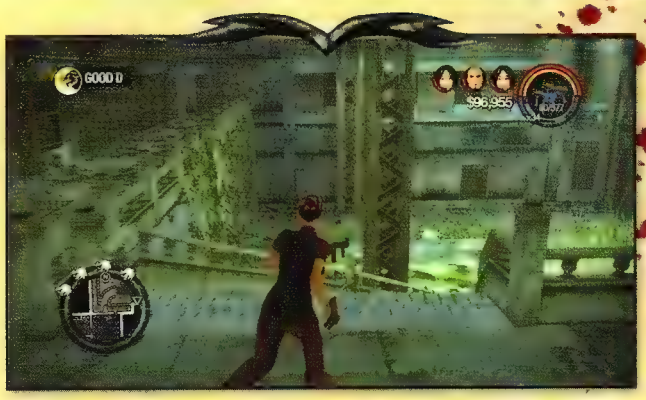
Your submachine gun is the choice for eliminating the attackers rapidly. Race from pillar to pillar checking nearby alleyways, sidewalks, and any other entrance from which the Ronin could attack.



Search for More Ronin Demo Teams

You must find out if there are any more demolition teams so you can take them out before they cause more damage. Instead of returning to the hideout, run to the northern pillar and then turn east down the following alleyway.

Keep following the GPS waypoint until you reach a decrepit staircase leading down even further to the filthy streets below.



There are now four ceiling posts under the threat of Ronin attack. Hurry to them and take up a defensive position around their perimeter.

This invading force is larger than the one before. More of the enemy is equipped with rocket launchers as well, meaning greater damage to your pillars in a shorter span of time.

leave no opening

The advantage you have when defending your home turf is that there are other Saints nearby. Watch where they are shooting so you can keep an eye on any openings they leave.

Watch the staircase you used to descend into the area (it's to the west), as a majority of the Ronin force races in from the same direction. Along with checking the Minimap for enemy positions, you should be able to spot any attackers that wish to harm your ceiling supports.

Kill Kazuo Akuji

Not only must you deal with four levels of Ronin Gang Notoriety, but also the clan's leader, Kazuo Akuji, has followed his force to your location.

Bitter and angry, Akuji comes racing into the battleground, jumping off of his bike and opening fire

Don't hesitate to fall back behind the cover of one of the large pillars for protection—their health is no longer governed by flying bullets or explosions.

Wait for the opportune time when Akuji is reloading his weapon and pop out from cover, spraying a full stream of bullets in his direction.

Just before you lay the Ronin leader to rest, one of his men rides up next to him and yells for him to jump on. Kazuo scornfully scans the area, soaking in the sour image of his invading force scattered across the floor. He turns to you, speaks threateningly in Japanese, then rides away in safety. You decide that it's a good time to lock down the place before they return in greater numbers.

One Man's Junk

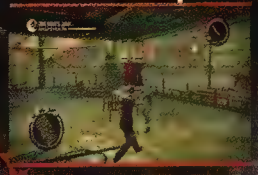
You and Johnny have been taking extra measures to protect Mr. Wong ever since the recent Ronin attack on the hideout. Today marks the day of the Heritage Festival, and while Johnny is escorting Mr. Wong throughout the festival streets, Ronin speed in from out of nowhere and launch an attack. Johnny reacts with flashing reflexes...

objective 1 Get to the Docks

objective 2 Kill the Ronin

objective 3 Save Mr. Wong

objective 4 Kill Kazuo Akuji



UNLOCKS

- $50,000
- Stilwater Boardwalk neighborhood
- Mr. Akuji's Prototype Motorcycle
- Ronin Lieutenant Vehicles
- Ronin Personality
- Johnny Gat Special Homie

Protecting Your Heritage

After getting a call about the events going down at the festival, you realize that you need to get down to the Heritage Festival as quickly as possible before something terrible happens to Mr. Wong.

Get to the Docks

The Ronin have come out in full force this time. You must survive four levels of Ronin Gang Notoriety from the get go. Grab your homies, hop into the nearby four door and start speeding toward the docks.

You only have a few minutes to get to the dock before it's too late. You may feel like stopping and shooting the Ronin in pursuit, but you simply don't have the time. Instead use your savvy driving skills to outmaneuver the attackers.

Instead of directly following the GPS route, make a beeline to the docks. Smash through fences, lamp posts, swerve around trees and cars—do whatever you need to do make it to the dock in haste. Bail out of the car when you reach the docks and make a mad dash for the watercraft.

Board the Watercraft

Hop onto the watercraft and race away from the attackers. Just when you think you've escaped their pursuit, a helicopter appears high above you.

The chopper drops explosives down onto the water. Watch for and predict their landing point so you can avoid the blast radius.

You must outmaneuver the helicopter and its massive payload of explosives for the entire duration of your ride to the Heritage Festival. Your best chance at survival is to watch the chopper's movements and steer in the opposite direction. Don't even bother trying to shoot it out of the sky; focus your concentration on maneuvering. Even if you do shoot it down, another one immediately comes to take its place.

Don't hesitate to slam the brakes if any of the explosives drop in too close. You may have a time limit to adhere to, but that won't matter if you don't survive the trip to the festival.

When you get to the docks, hop out of the watercraft and onto the pier.

Kill the Ronin

There are twenty Ronin you need to take out, all surrounding the pier. You must hunt them all down while also dealing with their backup streaming in from all directions.

Scan the immediate area and shoot the Ronin closest to your location. After gunning them down, pull out your sniper rifle or assault rifle and pick off some of the targets in the distance. Their accuracy isn't too hot from so far away, so you should be able to take out a few from the safety of distance.

CIVILIZED GUNFIGHT

Try to avoid shooting too many innocent bystanders while gunning it out with the Ronin. Shooting civilians attracts police attention very easily, and the last thing you need is another enemy to worry about.

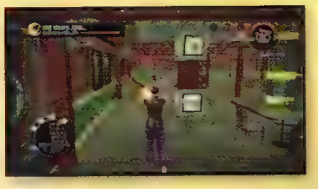
Leave the docks and run up the stairs to finish off the rest of the Ronin on street level. Watch your Minimap and keep an eye out in all directions so you can determine the greatest threat at all times and swiftly eliminate it.

Stay on the move and shoot from target to target. Retreat when you need to reload, then pop back out and attack in full force again. The surrounding Ronin should soon fall.

Save Mr. Wong

Mr. Akuji races after Mr. Wong through a fleet of junk boats docked nearby. You must search the vessels and save Mr. Wong before Akuji beats him to death.

Run across the walkway into the first junk boat and turn left. Fight to the staircase outside and climb up to the second floor deck. Shimmy across the left side of the boat to the opposite end.



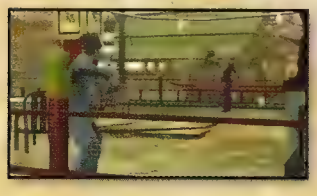
Move across the wooden bridge to the next junk boat. Hop down to the first level by the fiery staircase and enter the inside of the boat. The northeast doorway leads to a wooden bridge that crosses over to the third and final boat.

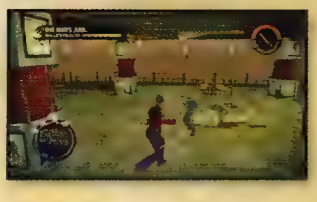
Pause for a moment to clear out the guards shooting at you as you enter the third boat. Turn left when you get inside and rush toward the outer staircase. Ascend to the second level and eliminate the resistance on the way to the checkpoint.

Kill Kazuo Akuji

Kazuo Akuji knocks Wong down a flight of stairs just as you enter the battleground. You vow to send him to his grave, just like you did his son.

To keep within tradition, you must battle Mr. Akuji with only a samurai sword. The Ronin leader's reflexes are as sharp as any man's half his age.





Akuji swiftly throws you to the ground if you try attacking him blindly. Much like your previous fight with the now deceased Jyunichi, your chance to inflict damage lies in your ability to counterattack.

Kazuo's attacks are thoughtful and slow. Attempting to block too early causes your counterattack to fail. Your ability to defeat him lies in timing your attacks until just before his swing lands.

DON'T BE GREEDY!

You don't have much time to damage Mr. Akuji after throwing him on his back. He tosses you to your feet if you get greedy and try for multiple slices.

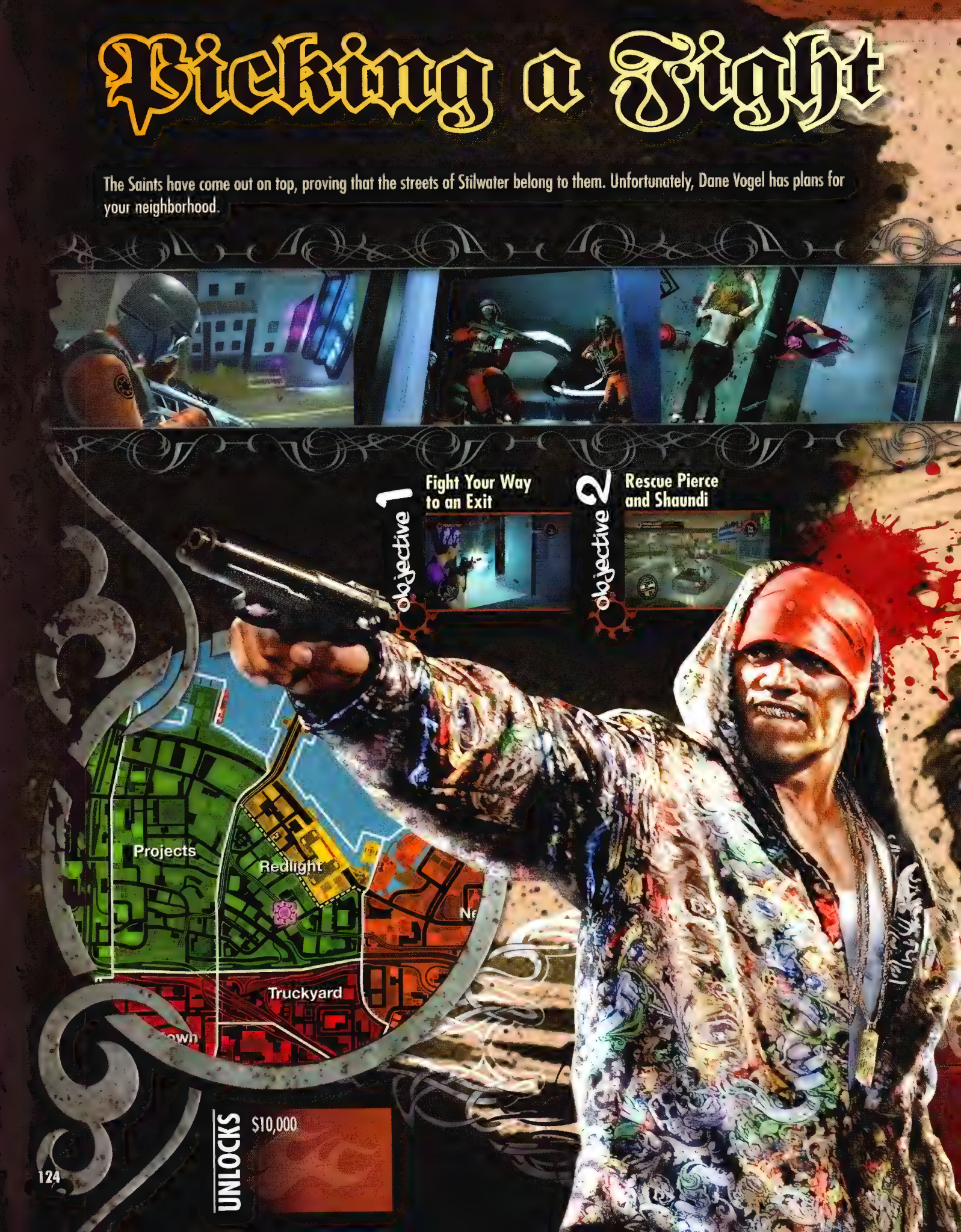
Patience and timing wins the battle. Steadily counterattack Akuji's swings until his life depletes to nothing.

Akuji, stunned and delirious, accuses you of inferior skill. You agree and shoot him in the chest. His sloppy attempt at a counterattack fails and you shove him to the ground, driving your sword through his back.

You call up Mr. Wong and put the phone to Akuji's mouth, forcing him to scream into the receiver. With revenge exacted, you get up and reprimand Kazuo for letting his son run wild. Then you escape.

Picking a Fight

The Saints have come out on top, proving that the streets of Stilwater belong to them. Unfortunately, Dane Vogel has plans for your neighborhood.



there can be only one

The Ultor mercenaries are here for one reason, to kill you and your lieutenants. You didn't brave bullets and fire to rise up to the top only to be knocked back down again.

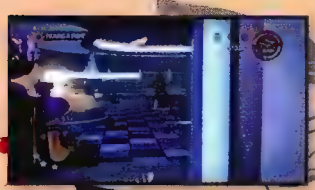
Fight Your Way to an Exit

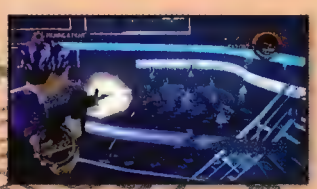
The mercenaries on the other side of the bar are all waiting for you to pop back up from cover so they can shoot you. Toss a grenade at their feet if you have one or just stand up and start firing. Duck back down again if you take too much damage in the process.

HEAVY PROTECTION

These Ultor mercenaries aren't like the rest of the thugs you've been dealing with up to this point. They're equipped with heavy armor from head to toe and carry the best weapons available.

Exit the bar through the northern doorway and downstairs to the first level of the club. Ultor officers are stationed throughout the club, so it's best to try to take out one group at a time so as not to become overwhelmed by gunfire.





When the area is cleared, exit through one of the two doorways and out onto the street. You immediately receive an incoming phone call from Johnny. There are APCs riding down on his location and he's worried that Ultor may be going after Pierce and Shaundi as well.

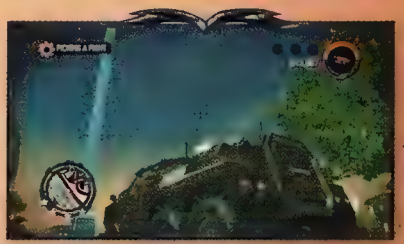
Rescue Pierce and Shaundi

Pierce and Shaundi are able to handle themselves in a gunfight, but they're not hard like you and Gat—they need your help on this one. Hop into one of the Ultor APCs parked outside and follow the GPS to their location.

The APC may be slow, but the Gatling gun mounted up top really helps chew through the Police, S.W.A.T., and FBI that are all chasing you. You quickly obtain five levels of Police Notoriety, and with the department so deep within Ultor's pockets, they aren't sparing any resources in coming after you.

Covered with heavy armor from roof to floor, the Ultor APC can take a huge beating, so don't hesitate to slam through or ride over incoming cruisers. Roadblocks are set up along the way using the S.W.A.T.'s heavy APCs, designed exactly like the Ultor APC. Smash through their center and keep charging toward Pierce and Shaundi.

The helicopters in the sky are more than a nuisance. They're equipped with missiles and you might find one smashing into your vehicle if you stay still for too long.



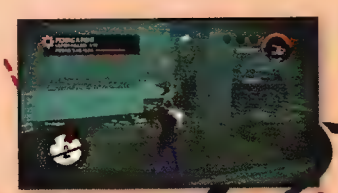
i'll take that

If the APC starts taking too much damage, wait for a S.W.A.T. roadblock and quickly jump out when you get close to it. Hop into one of the S.W.A.T. APCs and continue toward your destination.

Save Pierce from the Ultor Assassins

Ultor sent out ten assassins to hunt and kill Pierce. His current health is displayed in the upper left-hand corner, and you must kill the ten assassins before they're able to take away his life.

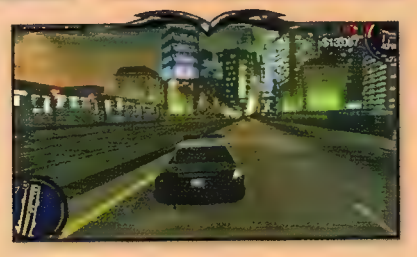
The APC is too slow and hard to maneuver to reach Pierce in time. Hop out and sprint toward the group of Ultor assassins. Use your assault rifle or submachine guns to take them out quickly before Pierce's health is depleted.



Save Shaundi from the Ultor Assassins

Pierce joins you after the assassins have been dealt with so that you can work together to save Shaundi from a similar attack. Although less durable, it's a better idea for you to steal a police cruiser for this run. Shaundi's all the way up north in the Suburbs District, and all of Stilwater's security is blocking the way.

The cruiser is fast and lets you maneuver around and speed past the incoming FBI vans attempting to run you off the road. More APC roadblocks are set up when you get to the freeway, but instead of ramming through them like you did in the APC, swerve around them in the cruiser.



If one side of the freeway becomes too congested with attackers, simply drive across the railways in the middle to the other side of the freeway in order to gain some breathing room.

Disable the Ultor Van

You soon find out that Shaundi has been kidnapped when you reach the Suburbs District. An Ultor van has taken her hostage and plans on taking her someplace where they can kill her.

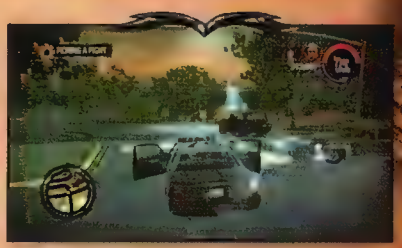
DO NOT DESTROY

Your mission is to disable the Ultor van, not destroy it! The van explodes if you cause too much damage, taking Shaundi down with it.

Ultor security escorts the van as it swerves around the streets. Use your submachine gun to whittle away the van's "health" without causing too much damage.

Ram the back of the vehicle when you get close to knock it off course, giving you time to pound into it with your guns. Speed ahead of its path and set up your own one-car roadblock to stall its progress and fire rounds into the windshield.

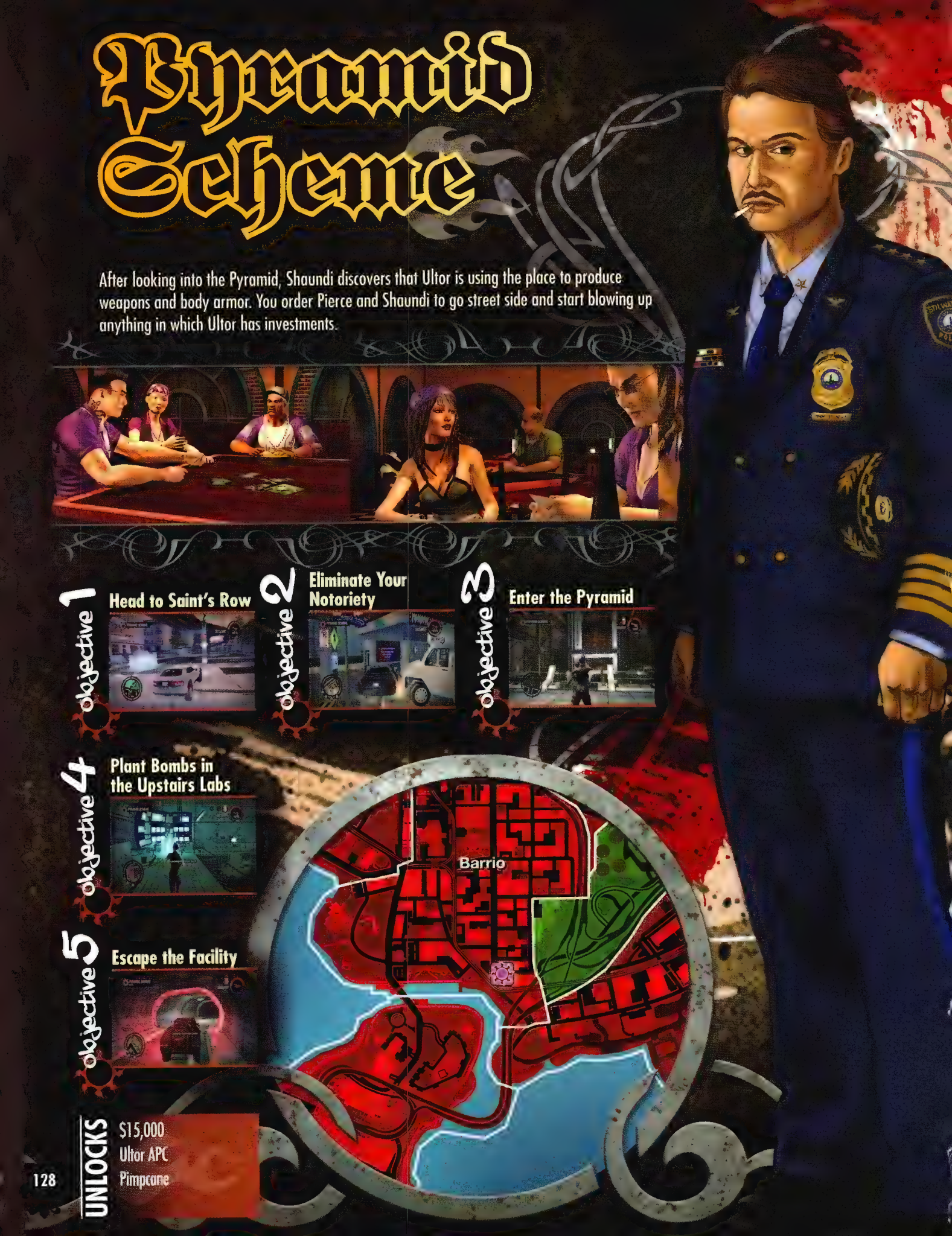
Ease off when the van's condition is near broken and inflict just enough damage to deplete the meter to nothing, causing the van to break down.



After saving Pierce and Shaundi, you go back to the hideout and bring one of the assassin's bodies with you. Pierce is panicking at the thought of being hunted by such elite killers when suddenly you notice something interesting. The assassin's wallet has a card in it from a place called Ultor Pyramid. You order your lieutenants to find out what they can about this place.

Pyramid Scheme

After looking into the Pyramid, Shaundi discovers that Ultor is using the place to produce weapons and body armor. You order Pierce and Shaundi to go street side and start blowing up anything in which Ultor has investments.



objective 1
Head to Saint's Row

objective 2
Eliminate Your Notoriety

objective 3
Enter the Pyramid

objective 4
Plant Bombs in the Upstairs Labs

objective 5
Escape the Facility

UNLOCKS

- $15,000
- Ultor APC
- Pimpcane

knock, knock

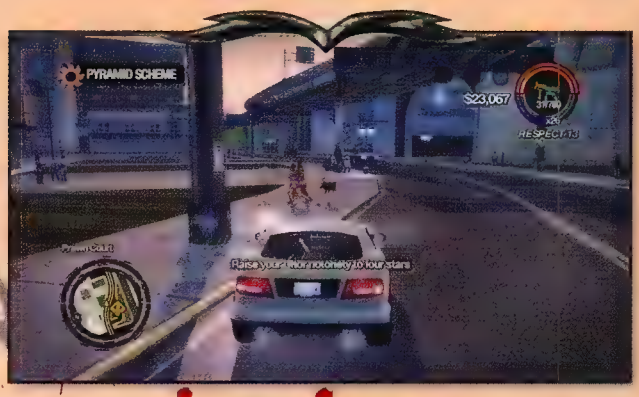
You tell Gat that you want his help breaking into the Pyramid facility. Gat has no problem accompanying you, but he doesn't want to miss out on blowing up things. You tell him that he can cause some damage on the way.

Head to Saint's Row

You decide to get a head start and drive to Saints Row by yourself. Follow the GPS to the location and get ready to cause some mayhem.

Raise Your Ultor Notoriety to Four Stars

If you want Ultor to know that you're in the neighborhood, then you must knock on their door first. Cause enough mayhem to attract four levels of Ultor Notoriety.



co-operate

Spread out if you're playing with a friend. This way you can separate the Ultor forces and earn Notoriety at a faster pace.

Start shooting the first civilians you see when you get to Saint's Row. Ultor Notoriety is gained and measured by the same factors as Police Notoriety, so causing harm to the public attracts the Ultor security.

Change focus to the security forces once they start appearing. In order to get your Notoriety to level four, you must kill a large number of guards.

Stay in your vehicle when the cruisers start appearing. Let them close in just enough so that they park and get out of the cruiser. This gives you the chance to mow them down from the safety of your car. You can also aim at their windshields to try to get in a shot before they have a chance to get out.

If combat starts to get a bit too hectic, back out and speed away to a new area. Try to remain somewhat near the previous battleground so that if you need to switch cars you have a whole group of cruisers nearby.

Eliminate Your Notoriety

Now that Ultor's task force is busy chasing after you, it's time to break your Notoriety level and slip into the shadows. Get into the closest cruiser you can find and speed past the Ultor security to the Forgive and Forget on the west end of the district.

Enter The Pyramid

Now that the Ultor guards are all trying to figure out where their attacker went, it's time to meet Gat at the Pyramid. Follow the GPS to the base's location in the Apartments District. Luckily, Shaundi's research into the base has paid off and you know of a secret entrance.

Follow the waypoints into the water tunnels beneath the streets. You find Gat waiting for you when you get to the entrance of the Pyramid. Proceed through the northern entrance. You know that you're in the right place when a Restricted Zone message appears.

Find the Keycard for the Lab Doors

You must first find the keycard for the lab doors before you can break inside and start blowing their underground operation to pieces. Your presence has not gone unnoticed and you gain a single level of Ultor Notoriety shortly after breaking into the base.

Grab somebody as a hostage and follow the waypoints down into the room where you can find the card. Your victim deters guards from shooting at you while Gat takes them down.

Plant Bombs in the Upstairs Labs

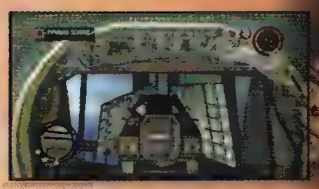
Your Ultor Notoriety immediately shoots up to three levels after grabbing the keycard. Keep your weapons drawn and shoot any guards on the way to the labs upstairs.

Because most of the Ultor force is still busy searching for you in Saint's Row and because you're so far underground, it takes a long time for any reinforcements to make it to you. You and Gat shouldn't have any trouble defending yourselves while planting the three bombs.

Escape the Facility

A timer begins to count down from one minute and forty five seconds after planting the last bomb. Sprint toward the designated exit so you and Gat can make it out in time.

An APC with security guards swerves in when you reach the tunnels. Kill the guards, hop into the APC and race out of the tunnel until you fly down to the street below.



The screen changes to a board meeting with Dane Vogel and his superiors. The board is upset that he allowed the Saints to compromise the Pyramid operation, but Vogel insists that they can use this in the media to make Ultor look like the innocent victim of a terrible crime. They are unimpressed and tired of his inflated ego and order him to clean up the mess that he's made.

Salting the Earth...Again

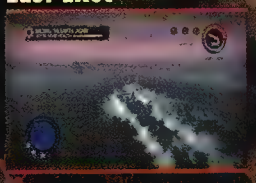
Pierce comes up to you in the hideout with an envelope he found with your name on it. Upon opening it, you see an article about a fund-raising party that Ultor is holding a yacht off the coast of the Saints Row District. Pierce thinks it's a trap, but you plan on going anyway.

Objective 1 Get a Water Craft

Objective 2 Get to the Yacht

Objective 3 Kill the Ultor Execs

Objective 4 Chase Down the Last Exec



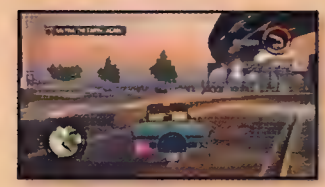
UNLOCKS $25,000

executing the executives

If the Ultor yacht party is a trap, then so be it. You've survived traps and battles that would kill any normal person ten times over. There's nothing he could set up that you can't handle.

Get a Water Craft

You need to find a water craft so that you can catch up to the yacht party. Find a nearby vehicle and drive to the eastern docks in the Saint's Row District. Take seat on the vehicle tied up near the end of the pier.



Get to the Yacht

Take off from the pier and follow the GPS route to the party yacht. You're informed along the way that Ultor is on to you and sending at attack helicopter to your location.

Swerve back and forth while racing toward the yacht to avoid the helicopter's fire. Once the party boat comes into view, serve across its side and press the Action button to board the ship.

Kill the Ultor Execs

There are five Ultor executives aboard the yacht that you must kill. It's not quite as good as taking down Vogel, but killing some of Ultor's best should send a clear message for the time being.

Hunt down the executives scattered throughout the various levels of the yacht. Ultor security guards patrol the ship, so keep your weapon out and ready yourself for attack.

Chase Down the Last Exec

One of the execs onboard found a water craft and sped away from the yacht while you were busy hunting down the others. Board the speedboat located at the stern of the ship so you can catch up and take out the final executive.

Speed away from the yacht and give chase to the executive. Pull out one of your guns when you start to close the distance and start firing into the executive's vehicle.

Pull up alongside the boat when you get close so that you can focus all of your firepower into your target, causing the boat's health to drop rapidly.

Ignore the security boats and helicopter giving chase as you pursuit your target—they are distractions to keep you from your goal. Concentrate your firepower on the final executive.

Looking down at the wreckage from his Ultor office, Vogel seems pleased with himself. His assistant Jaime calls to ask if he plans on attending the yacht party. He says that he think he's going to pass this year, and instead asks her to arrange the movement of his belongings to his new office and to set up a press conference.

...And a Better Life

You and Johnny have set up a hit on Ultor's main man. Unfortunately, an Ultor guard spots Gat on the rooftop. The two men get into a brawl and the guard's weapon fires. Vogel and his guards hear the gunshot and he immediately flees the scene.

Objective 1
Disable Vogel's Limo

Objective 2
Destroy the Power Stations

Objective 3
Kill Dane Vogel

UNLOCKS
$50,000
Attack Helicopter

this is my city

Vogel's security wastes no time in hurrying him away to the safety of his limo. You sprint across the stage in hopes of grabbing on before his ride takes off but just miss the mark.

Disable Vogel's Limo

Vogel storms off in his armored limo as soon as the mission begins. Jump into the Ultor cruiser nearby and storm after the man. His vehicle may appear large and bulky, but the limo has a decent amount of speed. With all of the security vehicles trying to bash you and knock you off Vogel's trail along the way, it can be difficult to keep up.

Focus first on driving and maneuvering around all the incoming police forces until you see an opportunity to speed through their defenses and ride up to the van, firing your submachine gun.

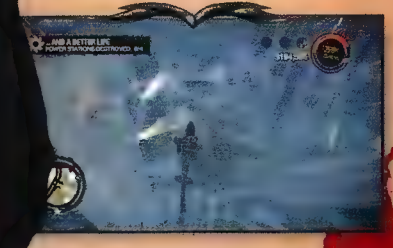
Try to stay behind the limo while attacking it to avoid getting crushed by its large frame. Additionally, Vogel's limo is powerful enough to smash through any APC roadblocks along the way, leaving the road clear for you to remain on the chase.

You're given the message that Vogel is fleeing back to the Phillips Building once the limo's armor has been completely depleted.

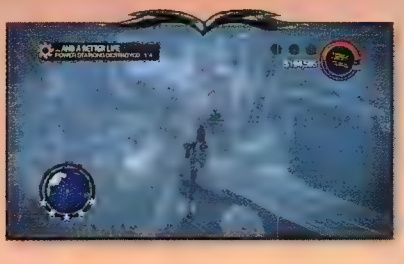
Destroy the Power Stations

Vogel slipped away to the Phillips Building and instigated a total lockdown. Gat tells you that there are security stations all over the outside of the building. If you get in a helicopter, you could destroy those stations and crash the security.

Jump into the pilot's seat and take off to the sky. Ultor spares no time in sending an attack helicopter to your position.



These Ultor attack helicopters are equipped with the standard aerial machine guns and heat-guided missiles. When the warning appears about a helicopter coming after you, switch over to evasive maneuvers and move around swiftly. Remaining still is a sure way to take a hit.



There are four power stations you need to demolish on the upper floors of the Phillips Building. Fly up to one of the power stations after destroying the helicopter and destroy it. Climb higher than the station so that you can more easily fire downward at your target.

FLOCK OF BIRDS

Don't assume that you're safe after destroying the first attack chopper. Another one comes to take its place shortly after. The replacements never run out, so use the brief period of peace between copter fights to take out the stations.

Always switch focus to defending yourself when another attack chopper flies into the area. Your helicopter can't take more than one missile, and you must restart from the beginning if you explode. Lock on to the bird with your own heat-guided missiles and fire away.

Get to the Top of the Building

Once the four security stations have been destroyed, fly up to the top of the building with Vogel's office. Don't get fooled by the helicopter landing pad found about halway up the building—your entrance plans are much flashier.

Kill Dane Vogel

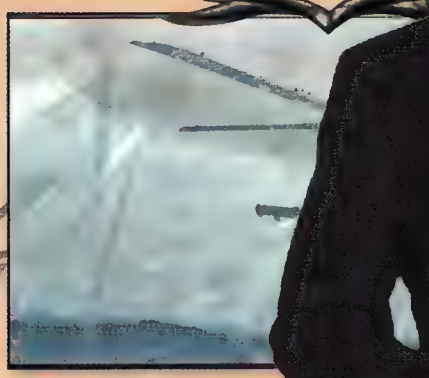
Vogel's had luck on his side for too long now. His misuse of power and arrogance are finally about to come to a close. Check the Minimap and head toward his indicated location in the penthouse.

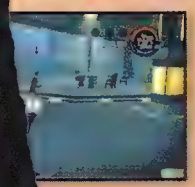
He has some security guards trying to protect him but not nearly enough—most of the Ultor force is still busy cleaning up the mess you've caused over the last few days.

Fly up to the office penthouse near the top of the building, near the large windows overlooking the city. Guide your helicopter toward the large window looking in at the Roman statue inside.

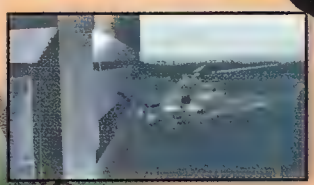
Your bullets smash through the heavy penthouse windows, leaving a perfect opening. Get up from the pilot's seat and walk up to the nose of the helicopter. You take a deep breath and then leap into the building.

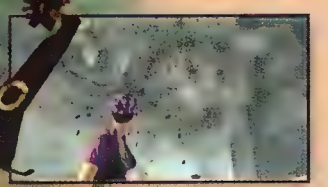
You land safely inside the building and realize that the chopper is about to land right on top of you. You duck just in time to miss getting torn apart.

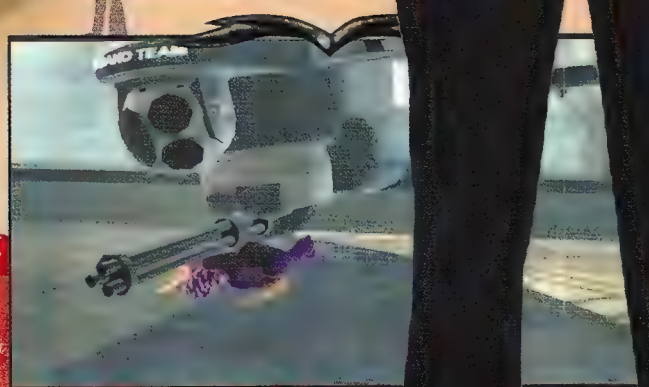




Dane was born to manipulate and exploit people, not kill them. Show him who's the real owner of this city and blast him with bullets. Vogel pleads and begs for his life. You don't care to hear any of it.



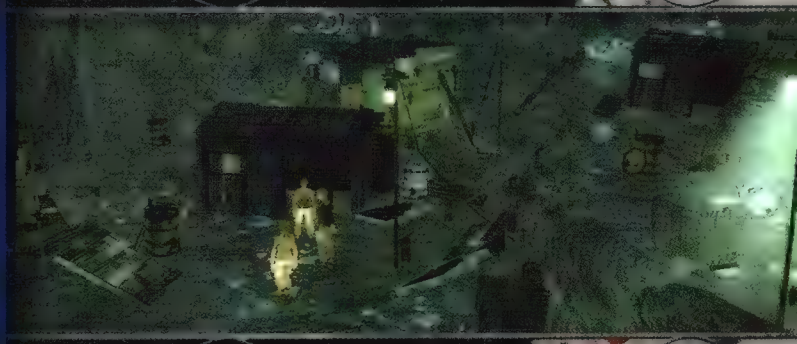




Pierce and Shaundi suddenly appear in the penthouse, startling you. They wanted to make it for the fight, but it was impossible to get through all the mayhem on the streets. Gat's busy having the time of his life blasting cops on the streets below, and you can't stop thinking how great it is to have the Saints back up on top. Stilwater's has changes coming its way.

Stilwater Caverns

The bums you evicted from your hideout have relocated to the Stilwater Caverns. They're mugging tourists and hoping to save the money they make to launch a front against the Saints in retaliation.



Objective 1

Destroy the Shanties

UNLOCKS

$500

Stilwater Caverns Neighborhood

earning respect

You haven't given the former tenants of the current Saints hideout a single thought since evicting them. The fact that a bunch of homeless bums think they can take out the Saints is ridiculous, but it would be a good idea to take care of the problem anyway.

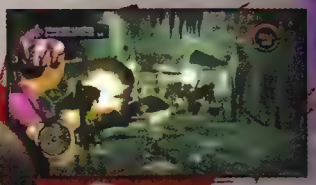
Destroy the Shanties

Follow the northern path until you reach the bum's central living hub. A few bums try to stop your attack on the way, but their small numbers and inferior weapons hardly give you pause.

You must destroy six of their shanties when you reach their main living hub. Unlike before, these shanties are easily knocked down by gunfire.

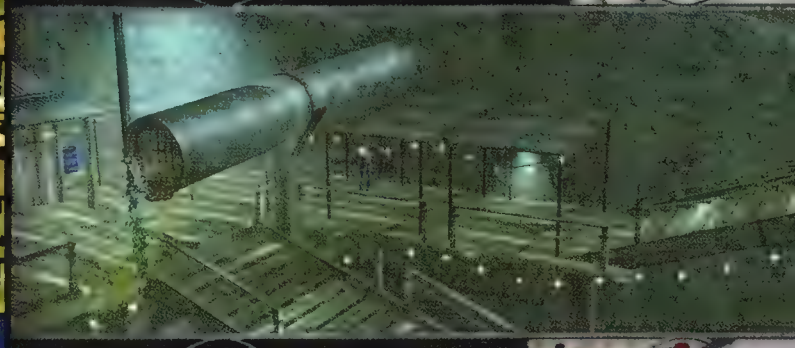
Several of the bums are armed, but not enough to be of any real threat. If you start taking too much damage, retreat back into the cave and rest until your health starts to refill.

Once clear, simply pull out a long range weapon and shoot down the surrounding shanties, sending the bums a message about trying to mess with the Saints.



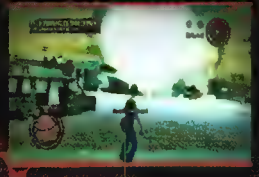
Elysian Fields Trailer Park

The Sons are using some of the trailers in Elysian Fields as drug labs. This means more drug money for them, which means you need to cut off that money flow.



Objective 1 Find the Trailer Park Map

Objective 2 Use Explosives on the Dust Lab Trailers



UNLOCKS

$1,000

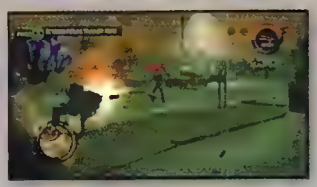
Elysian Fields neighborhood

trailer trash

You must find these trailer drug labs and blow them up so the Sons of Samedi can't benefit off their income any longer.

Find the Trailer Park Map

The first thing you need to do is find a map of the trailer park so you can figure out the location of these drug labs. Follow the GPS route to the nearby laundry mat. An army of Samedi surrounds the perimeter. Keep your distance and pick off the majority of them before running into the building with the map.



PUSH FORWARD

You start the Stronghold with two levels of Samedi Gang Notoriety, so keep in mind that while you do need to clear the thugs surrounding the Laundry Mat, small groups of them keep coming at you. Once it's safe enough to move forward, push on into the building with the map.

Move through the building toward the map of the trailer park in the back, killing the Sons guarding it along the way. Press the Action button when you find the map to see where the Dust lab trailers are located.

Use Explosives on the Dust Lab Trailers

There are a total of five dust lab trailers that you must find and destroy. They are all located fairly closely together, but to avoid constant fire fighting it may be wise to use a vehicle when going between each one.

Each of the trailers must get blown up, and you have a few ways of going about this. First, use whatever explosive you have equipped at the time. Just aim toward the drug equipment and watch it get blown sky-high.

Second, if you don't have any explosives, you can always steal one of the many Samedi cars in the area and park it next to the trailer. Fire bullets into its engines until it catches fire, then watch as it explodes and takes the trailer with it.

STAND BACK!

Keep a good distance from the trailers when you go to destroy them—the blast radius is fairly large and the damage from the explosion, along with all of the aggressive Samedi around, can lead to a quick death.

Bavogian Plaza Drug Labs

The Sons of Samedi have taken the second floor of one of the Stilwater's Porno Palace and turned it into a Dust lab. They sell the drugs produced upstairs to the desperate clientele below for an easy profit.

UNLOCKS
$2,000
Bavogian Plaza

Objective 1 Kill the Crackheads

Objective 2 Destroy the Drug Equipment Upstairs

Objective 3 Head to the Fire Escape

Objective 4 Destroy the Helicopter

sex and drugs

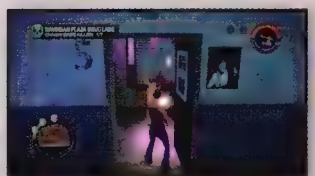
You want the Samedi's drug trade closed once and for all, and so to show them you mean business, you plan to walk into their joint venture and eliminate the clientele, then blow up the Dust lab upstairs.

Destroy the Drug Equipment Upstairs

Follow the checkpoint upstairs. There are a total of four drug labs upstairs. Use your shotgun for its area of effect damage in the small corridors. Stand on the other side of the room when shooting the equipment to avoid getting caught with a flaming piece of metal.

Kill the Crackheads

Enter the doors to the Porno Palace straight ahead. You need to explore the shop and kill seven regular customers. There are some Samedi thugs stationed in the building, so maintain your guard as you hunt down the clients. Several of them are found within the store's viewing rooms.



Head to the Fire Escape

You must find the fire escape after destroying the last clump of drug equipment. Head to the waypoint in the southwest corner of the building. Open up the door leading to your escape route and kill the Samedi guards there.

Destroy the Helicopter

Use the fire escape to exit the building and climb the stairs up to the rooftop. Samedi guards cover the area and an attack helicopter flies overhead. Thin out the guards, then switch your focus to the helicopter. Stay on the move so that the chopper isn't able to train its minigun on you and open fire when the opportunity arises.

Stilwater University Student Union

Stilwater University is celebrating Cultural Day. During this event, students set up booths and talk to people about all kinds of issues going on in Stilwater. However, it's also used by the Samedi to recruit campus kids to their gang.

objective 1 **Kill the Samedi Recruiters**

objective 2 **Get to the Student Union**

UNLOCKS
$5,000
Stilwater University neighborhood

cultural day

With all the drugs they smuggle, the Samedi need a large number of helping hands. Using Cultural Day on campus to recruit members is just despicable, and you let them know just what you think about it.

Kill the Samedi Recruiters

There are five Samedi recruiters on the school grounds. Begin by walking west toward the booths outside. Two of the recruiters are in stands in this area.

The other three recruiters are down the steps past the booth area. Use a long-range weapon to eliminate them without the worry of having them group up on you all at once.

Get to the Student Union

Head west toward the entrance of the school building after killing the recruiters. A group of Samedi rushes out from inside the building as you make your way to the front.

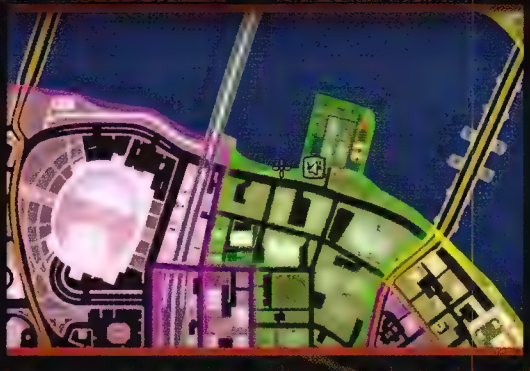
Kill the Remaining Samedi

When you get to the entrance of the school building, you're given the task tokill nine of their Leaders. Pop in and out of cover from the outside to shoot small groups at a time.

When the thugs on floor level have been taken care of, rush in and up the stairs to find and hunt down the rest of the Samedi.

Sunnyvale Gardens Fishing Dock

Shaundi calls to let you know that the Sons of Samedi use fishing boats to move some of their product. Additionally, they are stuffing fish with Loa Dust inside the freezers at the Spackle Fishing Industry.

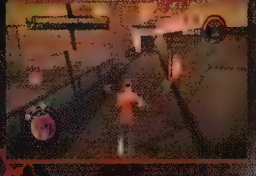


objective 1 Destroy the Drug Stashes

objective 2 Destroy the Samedi Boats

objective 3 Plant a Bomb on the Freighter's Fuel Chute

objective 4 Get Off the Ship



UNLOCKS

$10,000

Sunnyvale Gardens neighborhood

fishy business

The Samedi think that their fishing boat drug transports are secret, unknown to the Saints. Prove them wrong by getting rid of their drug stashes and destroying their drug-filled fishing boats.

Destroy the Drug Stashes

The Samedi are storing six stashes of Dust in the fishing yard. Each of the three storage buildings in the yard holds two stashes, one in each of their freezers.

Sprint toward the yard and into the first building on the left. The distance between the buildings isn't large enough to warrant the use of a vehicle, but sprinting gets you through a large amount of gunfire coming your way.

Open the freezer doors and shoot down the fish hanging from the ceiling. The Loa Dust shot into the air affects your senses.

Sprint to the other two buildings and repeat this same tactic. Use the Minimap if you are at all unsure where the freezers are.

Destroy the Samedi Boats

Now that the stashes have all been destroyed, it's time to do the same to the four Samedi boats at dock. There is a fairly large group of Sons waiting outside between you and the docks.

WATCH OUT!

There are a few Samedi with rocket launchers on the dock. Try to take these thugs out first to avoid their heavy damage.

Before racing out to the four boats docked outside, stay inside of the building and peak out to tag off some Samedi before going back in for cover. Do this a few times in order to slowly whittle down the enemy forces.

Once the bulk of the Samedi force has been killed, race out to the docks. Use either explosives or automatic weapons to destroy the boats quickly, sprinting from boat to boat.

Plant a Bomb on the Freighter's Fuel Chute

Now it's time to destroy the Samedi's precious freighter. Sprint to the ramp leading onto the freighter on the northeast end of the dock. Watch your back for Samedi giving chase from the dock.

Turn toward the stern of the ship and use your assault rifle to gun down the group blocking your path toward the fuel chute.

Race into the south side of the ship and head downstairs to the fuel chute location. Press the Action button when you get to the chute to plant the bomb.

Get Off the Ship

You have only three minutes to get off the ship before the bomb explodes. Leave the room and sprint back out to the outside, blasting any Samedi that get in your way.

Malfunction

A brief moment later, you discover that the bomb has malfunctioned and you really only have thirty seconds until the bomb explodes.

Sprint down to the ramp leading back onto the dock and hurry even after you get back on land. It's not good enough just to get off the boat, either; check the Minimap to see the large blast radius you must leave before time is up.

Sommerset Apartments

The Samedi control most of Stilwater University, but not all. The Brotherhood runs the southern housing, where they make money off student gambling, prostitution, and drug use.

Objective 1 Clear the Apartments

Objective 2 Destroy the Mobile Drug Lab

UNLOCKS

$1,000

Sommerset neighborhood

eviction

The Brotherhood doesn't belong on campus, and so you plan to send them a message by forcefully removing their lieutenants.

Clear the Apartments

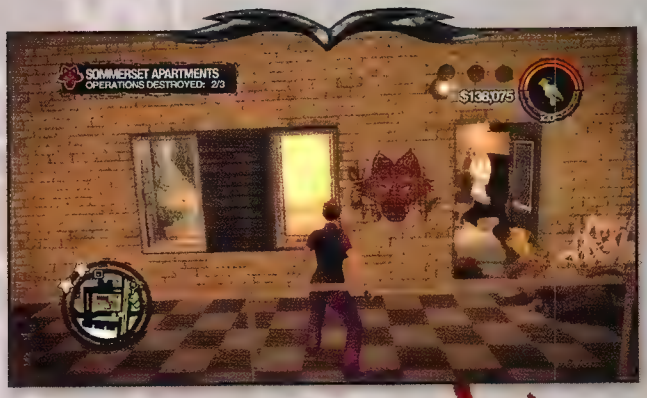
There are a total of three apartment buildings you need to visit. You're ordered to kill the lieutenants running the operation at each site. Run up the stairs to the indicated room in order to find the lieutenants and remove them from campus life.

From a Distance

Use a sniper rifle or assault rifle when closing in on an apartment to take out some of the guards out in front of the building before rushing in.

Big Explosion in a Tiny Room

Campus housing never has been very spacious. Take advantage of this by tossing a grenade into the room full of lieutenants to take them all out in one fell swoop.



Body Guard

Grab a hostage for cover before breaking into the campus apartments. The lieutenants inside may have no qualms about shooting your unlucky victim, but the added protection might just last long enough for you to finish the job unscathed.

Destroy the Mobile Drug Lab

The Brotherhood has a mobile drug lab racing through campus and you must destroy it before they can make any more money selling to students. Hop into a nearby car and follow the Minimap to the drug labs location.

The truck is thankfully large and slow, so it should be easy to knock it out of commission. Ram into the drug lab to cause an accident and open fire until the vehicle explodes.

Imperial Square Pagodas

If there's one thing better than making money, it's making money with little effort. The Brotherhood's been doing just that with protection rackets around the city, and now it's time the Saints stepped in and took that business from them.

objective 1

Force the Shop Owners Out

objective 2

Beat Up the Protection Racket Organizer

UNLOCKS

$2,000

Imperial Square neighborhood

Chinatown

With an abundance of small stores, Chinatown's the perfect neighborhood to start a protection racket. However, with the Brotherhood already in town, it's may be tough to get the owners to co-operate. A little show of force should help them make up their minds.

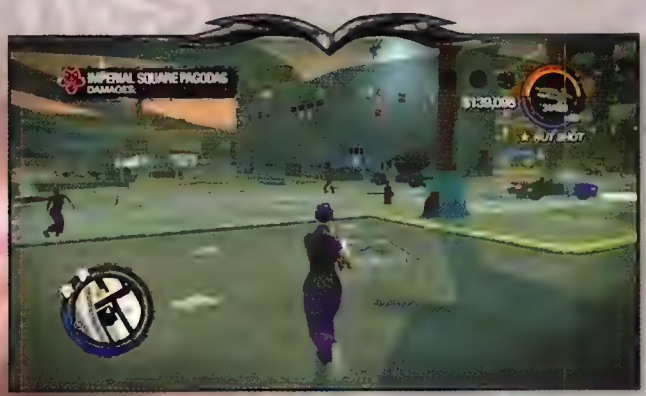
Force the Shop Owners Out

There are four storeowners you need to intimidate in this Stronghold. The Brotherhood knows why you're here and want you out, starting you off with a permanent level two Gang Notoriety rating.

The four shops are all visible on the Minimap. When you near a designated shop, you're given the task of causing a certain amount of destruction in the store's radius in order to force out the owner. Once the owner has left their shop to come after you, you must beat them to submission without killing them.

Put Out the Flames

The Brotherhood surrounds each of the shops you must take over. Kill them before you start destroying the storefront—their sheer firepower can easily overcome you if left unchecked.



Break It All!

Chairs, tables, street stands, and benches all make great targets. Open fire on anything that could be seen as attractive to a storefront to fill your progress bar. Keep an eye out for boxes of fireworks, as these tend to cause large explosions.

...With One Stone

If you have any explosives, use them. Tossing a grenade between groups of street stands or dining tables causes a large amount of destruction in a very short amount of time.

Just a Little Bit

You're not here to kill the storeowners; you're just here to beat them up a little. Switch to melee when the owner comes after you and use combos. This should be enough to make them submit without the risk of killing them in the process.

Beat Up the Protection Racket Organizer

After changing the minds of the four storeowners, you're given the task to take out the owner of the Pagoda Hotel. He is a big player the Brotherhood's protection racket, and so his downfall could cause the whole operation to fall.

You must deal with three levels of Brotherhood Gang Notoriety at this point, so things are going to get a bit hectic.

The hotel is filled with, and surrounded by, guards. Trying to take them all out can be very difficult, and so you must go about this in a simple fashion.

Pull as close to the front of the hotel as you can. Jump out of the vehicle and sprint to the main entrance. Break open the doors and sprint to the back of the main entrance, shooting the owner once he comes into view.

Poseidon Alley Docks

A convoy of Brotherhood trucks has been spotted driving toward the docks. You're not sure what's awaiting them there, only that they were on the move shortly after a meeting between Maero and Donnie.

Objective 1 Hijack the Brotherhood Truck

Objective 2 Kill the Brotherhood

UNLOCKS
$5,000
Poseidon Alley neighborhood

dock party

Whatever's going on at the docks must be big. Find a way to get there safely and you can take down everyone involved as well as expose their secret operation.

Hijack the Brotherhood Truck

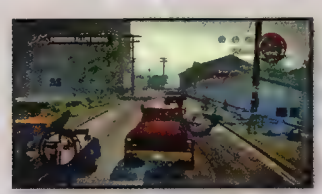
Run toward the Brotherhood truck to the north and kill the guards surrounding it.

Once you hop in, you're given a message to wait for a Brotherhood vehicle. The truck quickly comes into view, indicated by a green arrow.

NOT A SCRATCH

Do not attack the Brotherhood vehicle, nor damage your own. If either truck is destroyed en route to the docks, you fail the mission.

Follow the truck once it comes into view. Your vehicle is durable, so don't hesitate plowing through small cars if they get in the way of following your target. A message appears urging you to regain proximity to the truck if you fall too far behind.



Kill the Brotherhood

Hop out of the vehicle when your target parks near the dock warehouse and opens fire. There are twelve specific thugs you need to kill, most of them inside the nearby warehouse.

Enter the warehouse from the west entrance and make your way up top via the staircase inside. Shoot the remaining targets on both sides of the building.

Wardill Airport Hangars

Turns out that Maero is working out a deal with Ultor at the Wardill Airport. You're not sure what the deal is about, but if you get to the hangar in time, you might be able to get online and re-transfer the money to your coffers instead.

objective 1 — Get to the Brotherhood Server

objective 2 — Break Up the Deal

UNLOCKS
$10,000
Wardill Airport neighborhood

Ultor Party Crash

There's nothing quite like taking another gang's hard-earned money. The Brotherhood has no right dealing with Ultor in your city, and so you plan to turn their business sour.

Get to the Brotherhood Server

Follow the GPS to the door leading into the nearby hangar. Run toward the ramp leading up to the second floor while blasting any Brotherhood in your path.

Fight up to the computer lab on the second floor. Walk up to the checkpoint when you get inside and clear out the room.

Defend the Server

You need to defend the computer while the money is transferring to your account. Waves of enemy Brotherhood are on their way to take you out and cancel the transfer.

Quickly get to the left-hand windowsill and pull out your assault rifle. A large wave of Brotherhood comes pouring in through the first level hangar door to the north.

Watch for more running up the ramp to the northeast and shoot them down before they have a chance to get up close. Stay inside the computer room so that you can take cover behind the wall if needed.

HEAVY ARTILLERY

Watch out for thugs with rocket launchers. There aren't too many after you, but take out the ones you do see or you might be eating missile for lunch.

Another wave of enemies comes rushing in from the north shortly after the first. Don't hesitate to toss a grenade out the window to blow up any thug that gets too close.

Break Up the Deal

Return to the first level of the hangar after clearing the building and head out toward the north hangar door. Exit the hangar through the north and out onto the airplane tarmac.

Destroy the Trucks

Four guarded Brotherhood trucks are waiting just to the right past the edge of the hangar. Take out your biggest gun and aim for the trucks' front engines. The Brotherhood and their European partners open fire on each other in the panic.

There must have been a big deal planned, because the Brotherhood is swarming the area. Reduce their numbers with a long-range weapon to make the area safer for destroying your targets.

The airplanes are starting to take off, so you must take them out before they have a chance to get off the tarmac and fly away. Chase down the planes in your new sporty car and spit bullets into their engines as they attempt to get away from the battle.

Blow Up the Planes

You must blow up four nearby planes in order to end the Brotherhood's deal. The first two are close to the trucks' location, indicated with red target arrows.

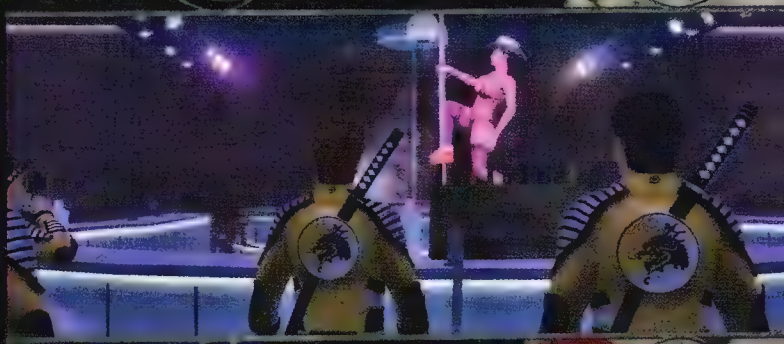
Ignore the Brotherhood trying to stop you and instead concentrate solely on the airplane's destruction. Drive on the right side of the planes as you take them out to create a cushion between you and the guards stationed in the hangars.

riding in style

Ultor's representatives drove in with some fancy cars. Now that they no longer need them, it might be a good idea to hop into one. Not only does this cut down on sprinting, but also adds an extra layer of protection for a few moments.

Suburbs Strip Club

It turns out that the Ronin are having a bachelor party at Technically Legal, and they're starting to get a bit rowdy. The bouncers have been paid not to interfere with any harassment the Ronin participate in, so it's up to you to get in there and break up the party.



objective 1

Kill the Ronin Lieutenants

objective 2

Kill the Reinforcements

UNLOCKS

$1,000

Misty Luna neighborhood

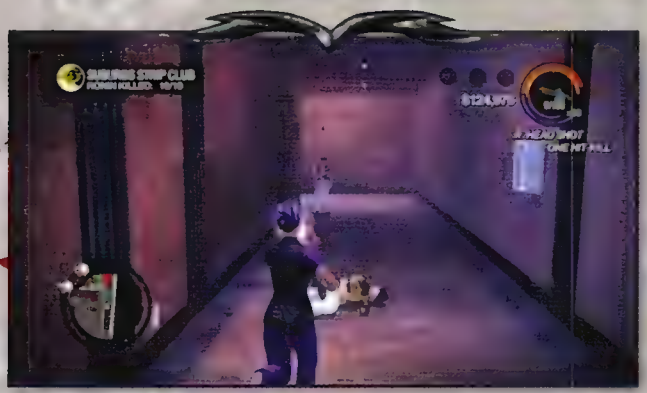
don't mess with my girls

If the bouncers aren't willing to take care of their own club's girls, than you have the right to break into that strip joint and provide protection for them.

Kill the Ronin Lieutenants

There are ten lieutenants inside Technically Legal. Enter the strip club and take aim at the thugs.

Search the hallway behind the stage in the west dance room to find any remaining lieutenants trying to avoid the battle.



have some courtesy

Try to avoid hitting the girls on stage while in the crossfire. You are there to protect them after all!

Kill the Remaining Ronin Upstairs

Walk to the staircase at the end of the back hallway and climb to the second floor. There are four Ronin on this floor. Use the Minimap to find their locations amongst the many rooms. They are inside the rooms with some of the girls from downstairs.

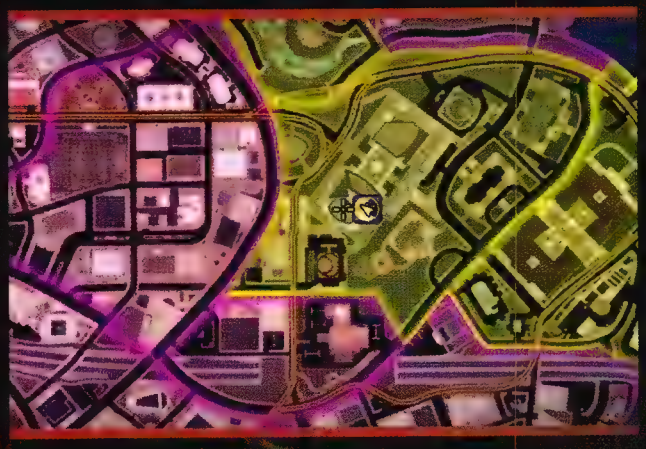
Kill the Reinforcements

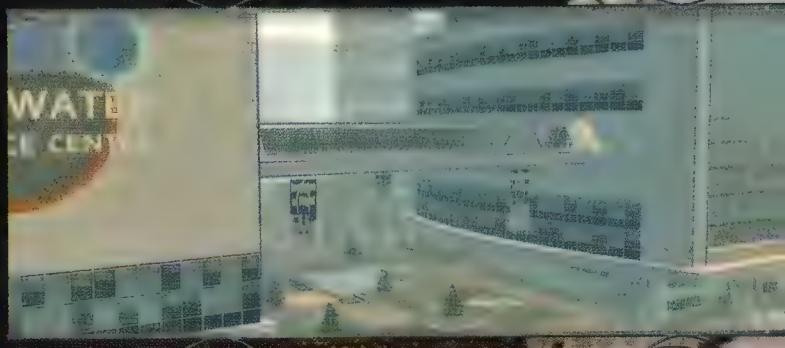
One of the Ronin from the club must've called for backup. A large group of them come racing toward the strip club. Follow the Roof Access sign in the hallway to the stairs leading up onto the club's rooftop. Race to the northern edge of the rooftop and look down to see their reinforcements.

There are thirteen specified targets that you must kill. If you have a rocket launcher or any other type of explosive, now is the time to use them. If not, equip any long-range weapon and shoot the thugs from above.

Humboldt Park Science Museum

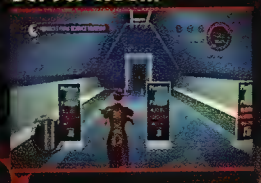
You get a lead from one of the Saints that the Ronin are using the computer servers in the Ultor Institute for Science and Innovation to run a web porn ring. They're making bank off of the operation, and you'd like to cut off that cash flow immediately.

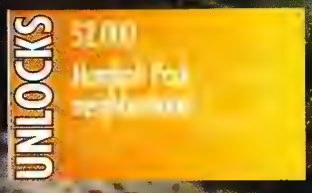




objective 1

Get to the Server Room





objective 2

Destroy the Servers

objective 3

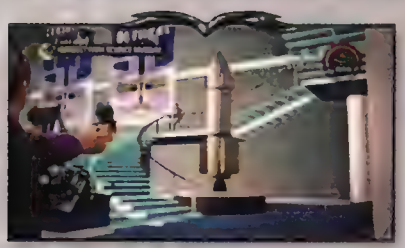
Escape the Museum

connection error

You can't let the Ronin get away with trying to run an internet porn ring under your nose. It's time to show them that no operation of theirs can be success while the Saints are in town.

Get to the Server Room

Step into the science institute with weapons ready. A large force of Ronin is waiting inside. Remain mobile to avoid being an easy target and kill the ones that are closest to you first.



Once the immediate area is clear, switch your focus to the stairs and incapacitate any Ronin shooting at you from above.

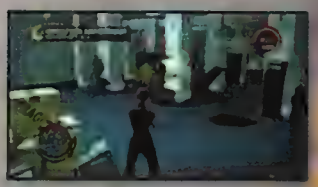
Climb up the stairs to the space-themed fourth floor and head through the Fiction or Future door after clearing the Ronin blocking your path. Fight through the thugs defending the hallway and continue to the server room.

Destroy the Servers

The servers are housed inside a room with bulletproof windows. Run straight toward the server building and circle around the outer hallway to the left until you reach the back door of the server room.

The back door leads to a thin hallway looking into the room with the servers, along with many Ronin guards protecting them. Because the windows are bulletproof, the best tactic here is to open up the door leading to the servers and then fall back. This way you can shoot the Ronin that rush through the door in an attempt to kill you.

Run into the room and clear out the remainder of the guards inside before turning your guns to the twelve servers.



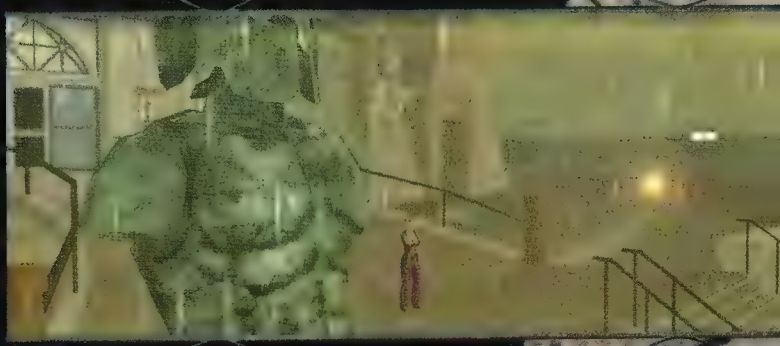
Escape the Museum

Leave the server room after destroying the Ronin's web network and backtrack to the door you entered. There's a helicopter flying between the two walkways of the museum trying to shoot you.

Strafe back and forth to avoid getting hit too much. Pepper the chopper's frame with bullets until it catches fire and drops out of the sky.

Amberbrook Museum Pier

The Ronin are setting up shop for some kind of big deal at the pier, but you're not sure what they're expecting. From the look of their security setup, however, it's important. You decide that you don't want them to receive their shipment, and so now's a good time to go in and bust up their operation.



Objective 1

Kill the First Ronin Group

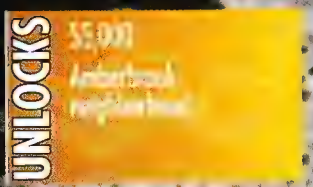
Objective 2

Kill the Second Ronin Group

Objective 3

Destroy the Boats

UNLOCKS



Surprise!

The Ronin need to understand that no deal goes on in Stilwater that the Saints don't already know or find out about. They're going to have to fight through you first if they expect to get their hands on the incoming shipment.

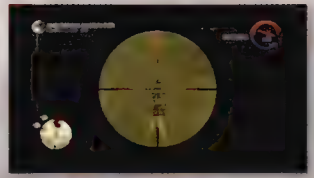
Kill the First Ronin Group

Walk into the museum and pick up the sniper rifle on the ground near the semicircle. Proceed through the double doors behind the fiery platform and equip the sniper rifle if you haven't already. There are nine Ronin targets in the distance that you must take out.

running low?

The sniper rifle reappears in front of the museum's front desk about ten seconds after you pick up the weapon. Wait for it then go pick it up again for an extra five rounds. Repeat this until you have an adequate supply of ammunition.

Zoom in on your targets to the east and pick them off, one by one. Watch the Minimap as other Ronin come rushing toward you. After sniping the Ronin in sight, run east to the theatre and slaughter the remaining enemies. Watch out for the thugs with rocket launchers hiding in the tower before the stage.



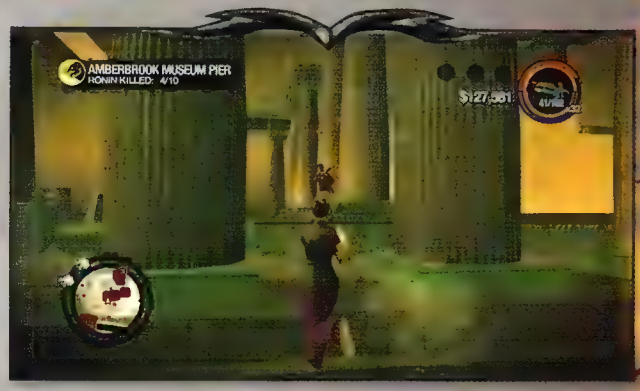
Kill the Second Ronin Group

Another Ronin security group is within the Parthenon to the east of the theatre. Run up the stairs and around to the paved walkway leading up to the Parthenon. This time there are ten targets you must shoot.

Each target is spread around the perimeter of the Parthenon floor. They have backup to help fill the spaces too, so you don't have any places to run.

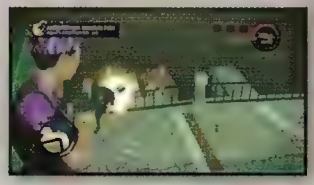
Take out an automatic weapon so that you can quickly drop target after target with minimal reloading time. Circle the pillars for cover if you find yourself getting surrounded, but keep firing your gun.

Walk over to the south side of the building after eliminating the ten targets and descend the staircase to the street below.



Destroy the Boats

There are five boats parked at the docks to the east that you must destroy. If you still have remaining ammunition, take out the sniper rifle and shoot the guards to the east blocking the path to the docks.

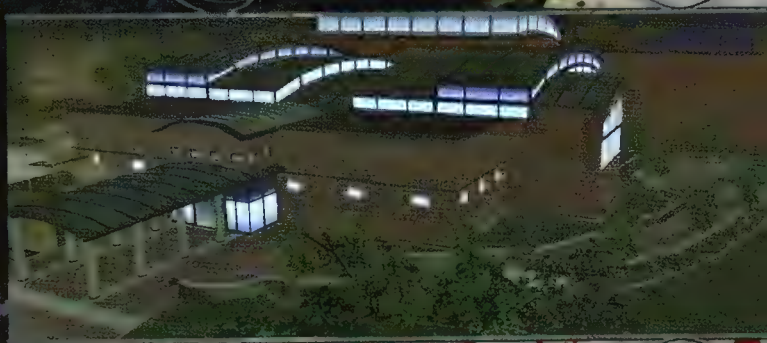


Each of the five boats are visible from street level. To avoid dealing with the security at the docks, simply press up against the railing overlooking the water and open fire at the boats' engines.

The explosions cause the Ronin to panic and they charge up to try to stop you before you get the chance to destroy the rest of the boats. Sprint along the sidewalk to the other side of the docks and destroy the remaining boats

New Hennequet Rec Center

As soon as Akuji landed stateside, he decided to open more Ronin casinos. The Saints typically avoid these casinos, as it simply leads to police interference. However, one of your boys discovered one of them under the Marshall Winslow Rec Center.



objective 1 — Enter the Rec Center

objective 2 — Destroy the Casino Games

objective 3 — Continue to the Counting Rooms

objective 4 — Exit the Casino

UNLOCKS

$10,000

New Hennequet neigh[illegible]

rec time

If the cops don't know about this particular gambling operation, that means you can charge in and tear up the place without having to worry about too much police intervention. This is your chance.

Enter the Rec Center

Enter the Rec Center to find your informant. He informs you that the Ronin's gambling operation can be found downstairs and accompanies you throughout the remainder of the attack.

Find the Underground Casino

Follow your informant's directions and head to the back door. You must find your way to the casino before you can start causing mayhem.

Enter through the brightly colored door to the west and then follow the path further into the Rec Center. Descend the nearby stairs leading to the underground casino.

Destroy the Casino Games

You must cause at least $100,000 worth of damage to the casino games if you really want to make a dent in the Ronin's operation. Enter the door leading to the casino and start on the slot machines.

A well-placed grenade or rocket to any of the slot locations causes the most damage in the shortest amount of time. Using explosives not only causes a massive amount of property damage, but also has the added benefit of killing any unlucky Ronin nearby.

After causing enough damage, you must destroy more casino games in the next room. Hurry to the northwestern corner of the parlor and break into the second room to the west.

This room has more Ronin than the last, so it's best to concentrate on defending yourself from their attacks. Besides, the collateral damage caused by your flying bullets in the firefight help fill the required amount of property damage you need to inflict.

easy does it

Equip an assault rifle and spray bullets while slowly aiming from left to right and back again. The firepower destroys many slot machines quickly and allows you to take out any pesky Ronin in the way as well.

Continue to the Counting Rooms

You've destroyed enough of their slot machines; now you must exit through the southern door and into one of their counting rooms.

Destroy the Cash Boxes

There are a total of twelve different cash boxes that you need to destroy within the counting rooms. Each room along the walkway holds several boxes along with a handful of Ronin as defense.

First, kill the Ronin inside each room and destroy the cash boxes afterwards. This reduces your chances of getting caught off guard by an attacker.

Exit the Casino

You're free to leave the casino once all of the cash boxes have been destroyed. Ride the elevator near the bank vault back up to the first floor.

Kill the Reinforcements

Twelve Ronin reinforcements wait when the elevator doors open. The first half are on the Rec Center's basketball court. Take aim at the thugs on the court and up on the second floor above.

Proceed to the center's main entrance hall once the basketball court has been cleared. The other half of the Ronin are situated both on the ground floor and upper floor to cover as much area as possible.

First shoot the Ronin on the ground floor, then race up the stairs to the second and finish off the remaining reinforcements.

Activities

Completing Activities builds Respect, and Respect represents your ability to undertake Missions. There are a total of fifteen Activities to choose from within Stilwater. You're asked to escort prostitutes, decimate the city, and generally cause havoc and mayhem within the city of Stilwater.

There are multiple instances of each Activity throughout the city. The primary objective of each Activity remains the same, but each location provides different environments and therefore requires a slightly different strategy every time.

Visit the Info menu option in the Pause menu and click on Statistics if at any time you are curious to see your progress on a particular Activity. The following strategies are intended to help you become the most respected 'banger Stilwater has ever seen.

Each Activity, aside from Racing, Hitman, and Chopshop is also comprised of six individual levels. Unique rewards are given after completing every third level and sixth level of each Activity. The value of these rewards is substantial and can drastically increase your power and ability. Additionally, you are also given a specified amount of cash and Respect after each completed level.

general activity completion rewards

Level 1	$100 Cash, 5,000 Respect
Level 2	$250 Cash, 6,000 Respect
Level 3	$500 Cash, 7,500 respect
Level 4	$1,000 Cash, 9,000 Respect
Level 5	$2,500 Cash, 11,000 Respect
Level 6	$5,000 Cash, 14,000 Respect

racing

unlocks

- Gold Star in All Races: Cowboy Hat Available at Crib
- Complete All Car Races: Race Car
- Complete All Motorcycle Races: Race Motorcycle
- Complete All Boat Races: Race Boat
- Complete All Plane Races: Race Plane
- Complete All Helicopter Races: Race Helicopter

Test your driving prowess in competitive races all throughout Stilwater. Face off against other drivers or compete in checkpoint time trials for gold, silver and bronze medals. You must hit every checkpoint, so watch for changes in direction. Abandoning or destroying your vehicle ends the race.

Racing Tips and Tricks

Someone Else's Loss...

When opponents ride up to your side during competitive races, don't hesitate to ram them into heavy objects on the track. Cutting out the competition like this gives you less to worry about in the race.

Don't Overdo It

While putting the pedal to the metal feels right, sometimes using some restraint and taking courses slower actually results in better times. Put on the brakes when it comes to tighter corners and flying missions as one overshot could cost you the entire race.

Flight Safety

Aircraft do not possess the damage cushion that land-based vehicles do. Pay extra attention to steady maneuvering when flying between obstacles, as losing a blade or an airplane wing can immediately end the race.

Hand on the Brake

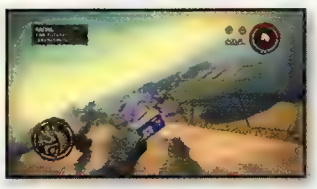
Your handbrake is your best friend when racing through areas with sharp 90 degree turns. Mastering its use allows you to turn corners quickly without compromising nearly as much speed as a normal brake would.

Arena District Racing

Pleasant View

Hop into the cockpit of a Wolverine airplane for this checkpoint time trial. The challenge here lies not in navigating through tight corners, but in avoiding destruction, as the aircraft's protruding wings are fragile.

The first few checkpoints are straightforward. The fifth checkpoint gets a little tricky, as it is very low to the ground. At the sixth checkpoint, turn your plane so that the wings are spread vertically as you approach the narrow canyon.



The next tricky spot is the fourteenth checkpoint. Avoid the rock wall that it's hidden behind and make a quick left turn to come in for a smooth landing at the fifteenth checkpoint.

Sunsinger

This checkpoint time trial calls for you to motor through a dirt track on the Shard cycle. Crash through the chain-link fence to hit the first checkpoint.

Make a slow but sharp right turn after hitting the fourth checkpoint to avoid flying off the cliff.

Crash through the wooden fence leading to the ninth checkpoint and watch out for the falling trees immediately afterward. Slow down after speeding past the falling timber and turn left onto the dirt path after hitting the next checkpoint to avoid the pond at the bottom of the cliff.

Finally, build up enough speed to fly up the ramp leading to checkpoint 12 and race to the bottom of the hill to checkpoint 13.

Red Light District Racing

Prawn Court

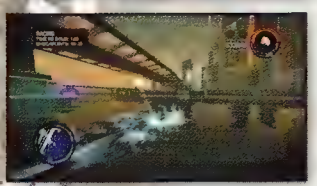
Hit the first checkpoint while turning left and cut through the parking lot nearby and through the alley for a nice shortcut to checkpoint 2.

Cut between the apartment buildings after hitting checkpoint 4 to more quickly reach checkpoint 5. Use this same tactic to reach the sixth and seventh points.

Crash through the chain-link fence blocking the path between checkpoints 11 and 12, then break through more fences and make a quick left turn to slide into the final marker.

Saint's Row District Racing

Harrowgate



The first two checkpoints are easy to reach, while the third requires you to maneuver between a bridge's pylons.

Checkpoint 11 is concealed behind the base of a bridge, so instead of following the exact direction given by your GPS, navigate around the large concrete base to ensure a quick pass.

The last few checkpoints require you to maneuver in a figure-eight, finishing off the race with a final pass along the statue near checkpoint 25.

Mission Beach

The first few checkpoints in this race are very straightforward. Avoid running into the island in the middle of the road prior to checkpoint 5.

The final six checkpoints follow in quick succession among a maze of streets located between parking garages. Negotiate these turns all the way to checkpoint 12 and finish the race.

Athos Bay

Your first real challenge lies in navigating through the tangle of highway overpasses as you aim for checkpoint 2 and checkpoint 3.

The fourth checkpoint is located between buildings, so watch your chopper blades while flying toward it. Descend to hit the fifth checkpoint among a row of flags and pick up the sixth on the other side of the courtyard.

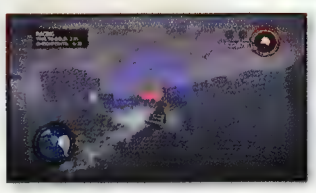
Carefully control your flight as you locate the ninth checkpoint hidden with a tunnel. Don't overshoot your exit out of the tunnel where the electrical poles wait.

The final few checkpoints require you to quickly and accurately control your ascending and descending until you finally fly down and into the final marker.

Factories District Racing

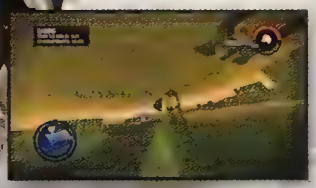
Black Bottom

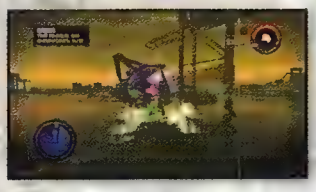
This race through the rocky shore is fairly straightforward throughout the first several checkpoints, mostly requiring quick turns left and right.



Checkpoints 14 and 15 are near the entrance to a watery field of mangled metal. Slide over the dirt area, which in turn bounces you directly into checkpoint 16. If you navigate the spot smoothly, this launches you into checkpoint 17.

Turn swiftly throughout the next few checkpoints and into the final marker ahead.





Red Light District Racing

Fox Drive

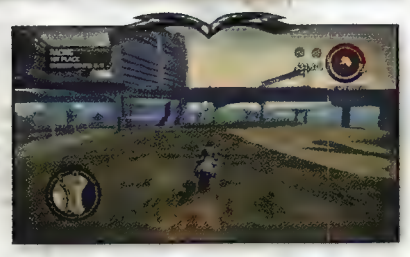
This checkpoint time trial starts deep within the Stillwater Caverns. The twelve checkpoints in this race are spread out in the cavern's perilous water corridor.

Airport District

Huntersfield

You must navigate a winding dirt path leading onto a beach on the way to the third checkpoint. Quickly veer right after grabbing checkpoint 4 in front of the concrete wall. Crash through some fences on the way to the fifth checkpoint and out onto an airfield.

Race through the airfield and make a quick left turn after nabbing checkpoint 6. Continue down the following street and into a tunnel where the seventh awaits. Keep pushing toward the beach and grab the final points to finish the race.



Wardill Airport 1

The first few checkpoints here are fairly straightforward, requiring only speed and some climbing power. The first real challenge comes when you reach the parking structure.

Maneuver through the building, ascending floors and making hairpin turns to grab checkpoints 7 through 12. Continue through the next point and hit the ramp leading you to point 14 on the highway below.

Quickly turn and ascend the ramp after nabbing the sixteenth point, launching off at the top to reach point 17 on top of the airport terminal. Fly off the next ramp over a highway and right into the final marker.

Wardill Airport 2

This time trial has you gliding through the skies above the airport. After the first two checkpoints, change direction toward the hangar and fly over to its right in order to grab the third point.

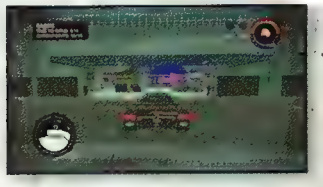
Fly over the water, then back to grab points four and five. Hold steady and grab the next handful of checkpoints in the race.

The next challenge is hitting checkpoint 11, waiting treacherously underneath an overpass. Exit toward the twelfth checkpoint, but don't clip your wings on the way out. The remaining checkpoints shouldn't be difficult to hit, just steer carefully and maintain your altitude.

Wardill Airport 3

After grabbing the first two checkpoints, veer toward the left and grab the third inside the nearby hangar. Speed through the next few checkpoints, then carefully navigate through the fifth and sixth inside the following tunnel.

The remaining checkpoints require some sharp turning and swift racing skills. Don't hesitate to smash through fencing if it gets in the way of making a smooth turn—they are simply too weak to hinder your progress.



Nuclear Power Plant District Racing

Stilwater Nuclear 1

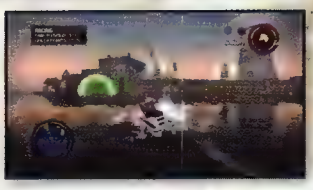
Follow the beginning checkpoints into the stack of shipping containers, steering your vehicle around them to reach the third checkpoint.

Take advantage of the close quarter to ram opposing cars into objects in the road. Cruise up the highway to reach points 4 and 5, then quickly turn right to careen in the next. Turn left now and rush into the finishing marker at checkpoint 7.

Stilwater Nuclear 2

Push toward the first checkpoint located at the mouth of the tunnel. Markers 2 through 6 are within the tunnel's winding corridors.

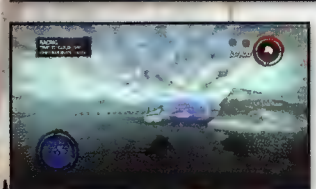
The race guides you outside of the tunnel and out to the power plant's docks. Avoid overshooting your turns through the checkpoints along the way.



Stilwater Prison District Racing

Hangman's Wharf

Your first challenge in Stilwater Prison's harbor is to thread the thin raceway after the second checkpoint and out to the outcropping where checkpoint 3 is located.



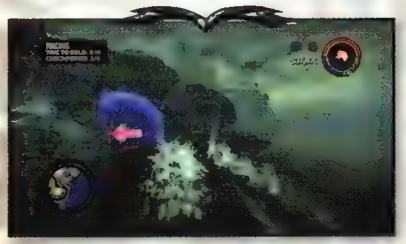
Swerve through the landscape while hitting the following checkpoints and execute a sharp left around the large stone after checkpoint 5.

Follow the narrow track toward the next several checkpoints and into the thin passage leading into a cave at the end. Keep your driving steady and avoid abrupt turning so that you don't lose control of your vehicle.

Stilwater Penitentiary

Start this race by cruising directly into the first checkpoint and prepare yourself for some right turns on the way to the next two points.

Checkpoint 4 guides you through a narrow passageway and into a cave nearby. Make a left when you reach the fork in the cave and race ahead toward the next points.



Continue maneuvering around the rocks until you reach the ninth checkpoint and complete the challenge

Trailer Park District Racing

Elysian Fields 1

This race starts off on a dirt path. Scoot straight through the first five checkpoints and make a slight right onto the paved road where points 6 through 8 appear.

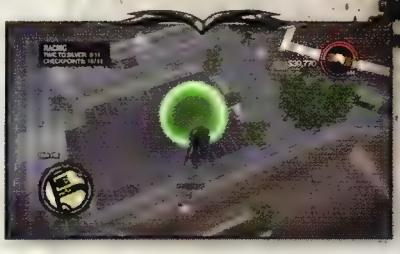
Make a sharp right turn at number eight into the cemetery gateway. Remain on the roads while collecting the checkpoints here to avoid slamming into a tombstone and getting knocked off course.

You can veer off of the road after point 15 in order to cut through the cemetery lawn and into point 16. Grab the last few checkpoints, then turn right at the end and into the final marker.

Elysian Fields 2

This dirt track race is straightforward, mostly requiring sharp turns in order to grab the track's checkpoints. Checkpoints 3 through 5 require the most careful handling, as they're in the midst of the park's inhabitants. Ramming into one can really slow your progress, so do your best to avoid them and continue on through the remaining marks.

Maneuver through the cityscape in order to grab the remaining checkpoints. Maintain a high-speed throughout, but don't hesitate to hold off on the throttle if it keeps you from losing control.



Union Square

This downtown track is full of twists and turns through the winding streets of Stilwater. There aren't too many surprises here, so just concentrate on staying ahead of the competition.

Use the handbrake exclusively—this track is full of 90 degree turns perfectly suited for them.

Suburbs Racing

Misty Lane

The first few checkpoints within this suburb shouldn't prove too difficult. Launch off the roof of the house before checkpoint 4 to land on top of it when you reach the other side, giving you a large lead on the competition.

Crash through fences and drive over people's lawns to cut the time required to reach the following checkpoints leading into the mountainside. Use your handbrake to turn sharply around the corners on your way up the rocky path.

Keep your eyes on the road when you get back to the suburban development and nab the rest of the points before your competition has the chance to catch up.

Downtown District Racing

Brighton

Quickly gain speed and take off around the overpass on the way to the first checkpoint. Maneuver through the buildings ahead and turn left toward the third point.

Make another two right turns on the way to the next checkpoints and continue following their indicated directions all the way to the u-turn before point 8.

Museum District Racing

Humboldt Park

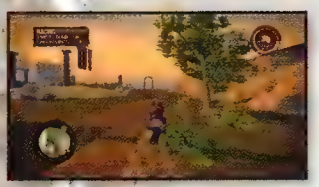
This checkpoint time trial calls for more flying. Ease off the elevation after taking off as you must descend past the roadside to grab the first checkpoint.

Continue over the water and grab each checkpoint, maneuvering toward the fourth point by the dock building and the fifth over the following ruins.

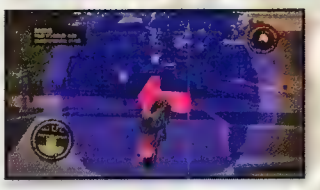
The remaining checkpoints are all scattered throughout the Museum District ahead. You must fly over the amphitheatre, navigate through trees and power lines, and avoid collisions with buildings and roadsides on the way to the final marker.

Amberbrook 1

Turn right after grabbing the second checkpoint and cut through the grass along the rock wall onto the street with the third. You must now race through the streets while grabbing the next set of points. Carefully avoid the archways and buses leading up to checkpoint seven.



Don't hesitate to launch up the stairs leading to checkpoint 12. Push forward through the streets leading toward the end, riding up on walkways and down the ending ramp to the end of the race.



Amberbrook 2

This race starts off quite smoothly, requiring only a right turn after checkpoint one leading through the next three points, one after the other.

Turn right as you grab checkpoint 4, then race forward and into the following two points. Only two more left turns stand before you and the remainder of the checkpoints.

Hotels & Marina District Racing

Centennial Beach

This time trail takes place on the choppy water off the coast of Stilwater. The first six checkpoints are fairly easy to hit—just be careful when passing below the pier's columns on the way to the sixth point.

You must make a quick left after checkpoint 6, as the seventh point is located immediately afterwards. Continue toward the small land masses for the next marks.

Continue through the tunnel and make a tight left turn upon exit toward the final points of the race.

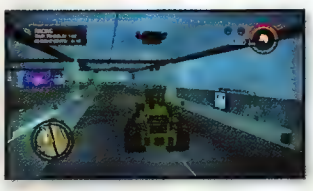
Stilwater Boardwalk 1

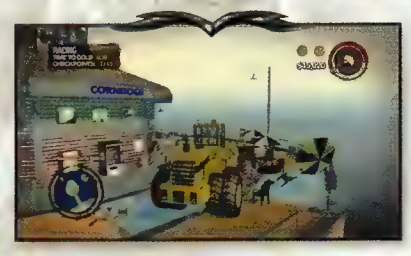
This boardwalk track leads you all over the fine coastal edge of Stilwater. Don't be afraid to ride over the small patches of grass to get to the point more quickly. Continue following the road up the bridge leading to the next three checkpoints in the race, and then through the tunnel holding the next set of points.

Stilwater Boardwalk 2

Turn right as you pass through the first checkpoint and into the hotel's entryway to grab the second. Smash through lampposts and other trivial objects that are in the way toward the next few points.

Follow the road to the underground parking garage, then turn right into the structure. Follow through to the other side of the garage toward the pier, being careful not to drop into the sea.





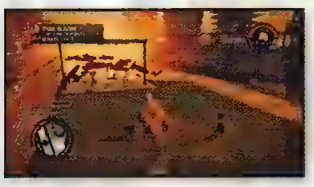
Loop around the pier to grab points 7 through 9, then turn off the road and rip through the boardwalk. Hit every checkpoint along the way until you run into the final marker near the Heron Hotel.

trail blazing

unlocks

Total Completion: Fire Suit Unlocked at Crib

Trail Blazing combines the two great activities: racing and setting things on fire. You start out with a limited amount of time to traverse a set area and reach all of the checkpoints. Extra time is earned by setting fire to objects, cars, and people in the environment. The extra time is then added to your remaining limit when you reach the next checkpoint. Turn Stilwater into a fiery inferno to ensure your success.



Trail Blazing Tips & Tricks

WATCH FOR THE SIGNALS

Watch the direction of the arrow contained within each checkpoint. Not only do they lead the way toward the next one, but they also direct your path through the thickest patches of kindling.

HEAT IT UP

Keep an eye out for patches of searing fire on the ground as you race through each level. Riding over one of these fiery paths propels a wave of heat toward unsuspecting Stilwater citizens and combustible objects alike.

PUT SOME INTO SAVINGS

It isn't necessary to rush from checkpoint to checkpoint as quickly as possible. Chase down and destroy clumps of traffic that you see, or large areas of people with explosive barrels nearby. The destruction you cause adds time to the counter.

Apartments Trail Blazing

unlocks

Level 3 Completion: -5% Brotherhood Notoriety Reduction Time

Level 6 Completion: -15% Brotherhood Notoriety Reduction Time

Theta house has been shown up by the jerks at Gamma once again. The brothers at Theta want you to help knock the Gamma boys down a notch or two. Their request is simple—dress up in a fire suit and blaze the Gamma peons around the University.

Downtown Trail Blazing

unlocks

Level 3 Completion: Incoming Damage from Explosions -5%

Level 6 Completion: Incoming Damage from Explosions -15%

Chuck Mueller is a hotshot movie producer that wants to make a follow up to his hit film *Skeeters on Fire*—a movie about destruction and mass hysteria caused by the force of nature known as fire. He hires you to don a fire suit and set the city afire.

septic avenger

unlocks

Total Completion: Septic Truck Available at Crib

Take to the streets and cover them with sewage. You are given specific instructions on which targets (buildings, vehicles, and people are fair game) to slime and how much damage you must cause on a set route to progress to the next level.

Law enforcement is in hot pursuit at all times, bombarding your truck with fire. Too much damage causes the fetid liquid to combust, and you fail the mission. Spray your targets as well as the police to get them away from your vehicle.

Septic Avenger Tips & Tricks

STOP IN THE NAME OF THE LAW

While you don't need to concentrate on driving, you should consider stopping the septic truck when too many police officers get close to your vehicle. While they do not yield as much monetary damage as buildings, dousing them with the foul liquid contained in the truck takes them out of commission, minimizing the damage incurred on your vehicle while on your course.

HIT THE TARGETS

While simply spraying everything may seem like a good idea, it does not help to successfully complete Septic Avenger. You are instructed to ruin specific buildings that rake in significantly larger amounts of cash than reckless spraying. Spray the indicated targets for the most efficient results.

SUCCESS IN MODERATION

Only use as much sewage as you need to avoid running dry. Your sewage level meter refills much faster when there is still some sewage left in it, so instead of firing aimlessly, allow it to refill every so often. This ensures that you are never stuck with a sputtering spout when expensive targets are in sight.

Red Light Septic Avenger

unlocks

Level 3 Completion: 5% Food/Liquor Discount

Level 6 Completion: 15% Food/Liquor Discount

Alderman Hughes, a crooked politician once bent on destroying the 3rd Street Saints, died in the same explosion that left you in a coma and requiring plastic surgery. He was to be honored after his death by having the Saints Row renovation initiative named after him, but before long the Ultor Corporation had replaced his name with theirs. The Alderman's wife wants to get even with Ultor by any means necessary, in this case by drenching Ultor property in toxic sewage, effectively devaluing it.

Suburbs Expansion Septic Avenger

unlocks

Level 3 Completion: Weapon Accuracy +5%

Level 6 Completion: Weapon Accuracy +15%

A sketchy and flamboyant real estate agent approaches you with a tempting proposal. He was invited to attend his friend Stefan's soiree and doesn't want to miss out on catching the pool boy in a moment of privacy. The only problem being that he has a neighborhood full of homes to sell beforehand. The property value has skyrocketed to exorbitant heights so no one is buying any of the homes. He needs you to devalue the property with sewage so that he can sell the homes and make it to the pool party in time.

Mayhem

Mayhem is all about causing a large amount of damage in a short period of time. You are given an assortment of weapons to wield and unlimited ammo solely to help you dish out your brand of demolition.

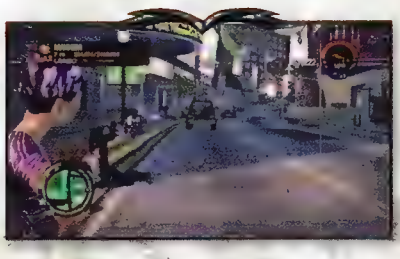
You travel from location to location throughout the city, so using the GPS is a must. The location of each level is marked on your map and the GPS always leads you to your destination. Once you arrive at the destination, you have a limited time to cause as much property damage as possible.

Each level of Mayhem features a certain type of vehicle that earns you bonus points for blowing it up, so keep an eye out for these special targets during each level. You also have a combo meter that multiplies the amount of property damage caused as long as you keep destroying things in rapid succession.

Mayhem Tips & Tricks

BONUS TARGETS

Bonus targets are found in each level of Mayhem. A red arrow indicates these bonus targets when they appear onscreen. Stop what you're doing and destroy the target quickly for a major cash bonus.



VICTIMS OF EVERY SIZE

While cars and trucks cause bigger explosions, don't underestimate the power of small and weak objects to raise your combo meter sky-high. Chain-link fences can be destroyed piece by piece. Clumps of tables, chairs, and even garbage sport a large amount of destructible objects, leading to more money than you might expect.

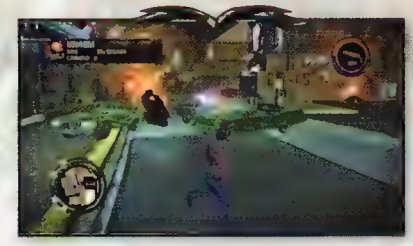
USE EXPLOSIVES

Take advantage of the fact that you have an infinite amount of ammunition. Use your grenades, satchel charges and rocket launchers for their explosive ability—big explosions have a high chance of hitting other objects or people.

KEEP IT GOING

Killing people affects your combo and property damage amount as well as destroying objects. While not worth a great deal of money, groups of fleeing Stilwater citizens are a great source for increasing your combo bonus.

HAVE SOME FUN



The timer doesn't start counting down until you actually get to the designated neighborhood where you're supposed to cause damage. However, you start out with unlimited ammo immediately. Use this to your advantage and have some fun in the city, causing huge amounts of destruction in areas outside of the designated zone without draining your own ammo supply.

Red Light District Mayhem

Unlocks

- Level 3 Completion: 5% Crib Customization Discount
- Level 6 Completion: 15% Crib Customization Discount

With your reign of terror in the city making headlines, an opportunistic TV reporter with an axe to grind has decided to enlist your aid in getting the upper hand on her rival, Zach Johnson. She wants to rule the airwaves by any means necessary, and if that means wanton death and destruction on Stilwater, then so be it.

The reporter wants something sensational to cover live, and causing colossal damage to the city and private property most definitely fits the bill.

Nuclear Power Plant Mayhem

Unlocks

- Level 3 Completion: Flamethrower at Crib
- Level 6 Completion: Annihilator RPG at Crib

During a clandestine meeting with a power plant employee, you discover that the government of Stilwater wants to shut down the plant for fear of a nuclear meltdown, effectively eliminating his and many other employees' jobs. He asks you to terrorize the city and is willing to pay cash for it. He believes that if the city is more worried about the destruction the Saints are causing than a meltdown, the plant gets to stay open.

demolition derby

unlocks

Total Completion: Demolition Derby Cars Available at Crib

The purpose of the Demolition Derby is to destroy other vehicles in the arena. You pick a vehicle from a list of possible rides and are then given derby points to upgrade your car's attack, defense, and speed attributes.

You must survive long enough to inflict a set amount of damage in order to progress to the next level. You are given more derby points at the end of each round to further upgrade your car's ability.

Demolition Derby Tips & Tricks

ORDER UP

Upgrade your vehicle with all available derby points between each round. Doing so ramps up your car's ability and helps against the more durable opponents found in the later matches.

SPEED KILLS

Fire off your vehicle's nitrous boosters whenever you're about to ram into another vehicle. Hits made at high speeds do significantly more damage than those made with normal acceleration.

WALL THEM IN

Use the barrier encircling the stadium to your advantage by slamming opposing vehicles into them. Making a twisted steel sandwich out of a car keeps it from getting away, giving you a greater chance of earning extra money for finishing them off and receiving an explosion bonus.

SPECIAL DERBY

After completing the Demolition Derby Activity, you are given the option to enter a Special Derby. During the Special Derby, you pick from a list of various Derbies and compete for cash prizes.

Stilwater University Demolition Derby

unlocks

Level 3 Completion: 5% Mechanic Discount

Level 6 Completion: 15% Mechanic Discount

While checking out a flyer at the Stilwater University stadium for the upcoming Demolition Derby, you run into the defending champion. He's intent on coming out on top again and warns you not to even consider entering the contest.

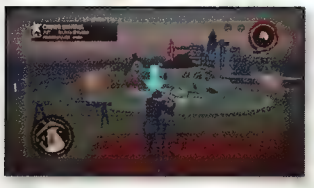
crowd control

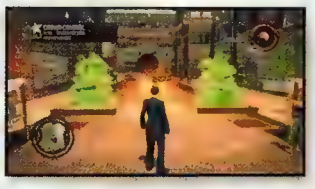
Your job is to protect a celebrity from maniacal fans as they pose for photographs and cater to the crowd. The celebrity's Annoyance meter fills whenever a crazed fan gets too close and starts to attack. Grab the fans and kill them in creative ways to avoid letting the client's Annoyance meter fill, resulting in failure. Your mission is a success if you are able to cause the required amount of damage in the time limit provided.

Crowd Control Tips & Tricks

FAN SMOOTHIE

Look around for blue arrows pointing to areas of interest when you grab an attacker. Tossing your victim toward these areas results in some truly brutal finishers, providing you with money toward the level's goal as well as the satisfaction of seeing obsessive fans put to rest.





SOMEONE SPIKED THE PUNCH

When multiple fans charge the celebrity, use kicks and punches to knock them away. While you won't make money by doing this, it causes them to stop annoying your client. It's best to wait and throw fans into the points of interest when you know that the client is safe.

EYES ALL AROUND

With such a large crowd coming to see your client pose and flirt with the crowd, it can be difficult to predict where the next attacker might come from. Check the Minimap often to get a jump on any incoming fans before they reach the celebrity.

Suburbs Crowd Control

unlocks

Level 3 Completion: 5% Clothing Discount

Level 6 Completion: 15% Clothing Discount

Celebrity agent extraordinaire Archibald Nice is looking to buy some protection for his clients as they walk the red carpet. He'd rather have gang members protecting his clients than professional bodyguards because he knows a thug won't question the tactics required to keep the celebrities safe from crazed fans.

Hotels & Marina Crowd Control

unlocks

Level 3 Completion: Pepper Spray

Level 6 Completion: Chainsaw

It seems that your abilities as a bodyguard have attracted more than just big name Hollywood agents. An acquaintance of yours has left his former job in favor of a new position in the adult film industry. He's worried about crazed fans of the genre and wants you to see to it that his stars aren't harassed.

escort

unlocks

Total Completion: Escort Vehicles Available at Crib

The goal of the Escort Activity is to drive rich clients around while they mingle with prostitutes. You're hired as the driver to avoid the snooping paparazzi. You begin the Activity with a car and a designated prostitute. You must travel to the client's location as provided on your GPS.

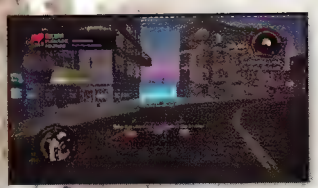
Two meters appear after picking up your client: the Pleasure meter and the Footage meter. The goal is to completely fill the Pleasure meter while doing everything you can to avoid filling the Footage meter. Paparazzi vehicles are in hot pursuit and when they get close to you, your client's Pleasure meter stops and the Footage meter begins to fill. If at any time the Footage meter fills completely, you fail the Activity.

If you successfully avoid the paparazzi until the Pleasure meter fills, then your GPS is updated with a drop-off location for your client.

Escort Tips & Tricks

COMFORT ZONES

Occasionally on an Escort mission you are presented with the opportunity to take your passengers to a brothel. Drive the riders to one to quickly fill up the pleasure meter for that client. It's amazing what a little privacy can do.



DRIVERS' ED

Take the news vans for a little spin, hopefully taking them out in the process. Drive in an oncoming traffic lane and at the last minute swerve to cause a near miss collision. Doing so often leads to a hellish blaze for a news van following your car too closely.

SPORADIC MOVEMENTS

Your client would rather withstand a bumpy ride over getting filmed by the paparazzi. Keep the photographers guessing by constantly switching directions, taking off-road paths and generally changing direction often. They may set up a roadblock to halt your progress if your movements are too predictable.

Stilwater University Escort

unlocks

Level 3 Completion: -5% Sons of Samedi Notoriety Reduction Timer

Level 6 Completion: -15% Sons of Samedi Notoriety Reduction Timer

A mysterious individual has called upon you to help with his escort business. When you arrive at the predetermined meeting place, however, you are greeted with a computer screen showing only the face of your client.

His name is Lindsay and he's not even old enough for a driver's license, which is why he's enlisting your aid. He needs someone to drive his girls around while he continues his role as the 'romance manager.'

Red Light District Escort

unlocks

Level 3 Completion: $1,000 Vehicle Delivery

Level 6 Completion: Free Vehicle Delivery

While in the Red Light District, you find a hustler that has run into some trouble. The Stilwater Police are investigating him at the moment, so he's willing to pay you to drive around his clients while they engage with their companions in the backseat.

fight club

Fight Club pits you head to head against some of Stilwater's toughest brawlers. No guns are allowed in the ring, so you must fight using your hand-to-hand skills.

You can execute finishing moves on opponents after inflicting significant amount of damage on them. Watch for a red arrow after knocking them to the ground. Follow the on-screen button prompts with speedy timing to execute and carry out the finishing move. Keep in mind that your enemies can also attempt a finishing move on you if your health is low enough, resulting in a tussle where you must rapidly press the on-screen button prompt in order to stay alive.

Fight Club Tips & Tricks

NO WEAPONS?

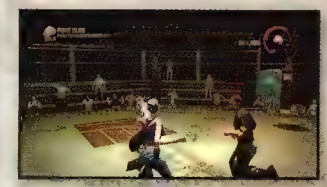
You're not allowed access to any of your normal weapons while inside of Fight Club. However, various weapons and objects are thrown in the ring as the match unfolds. Be the first to pick up these objects as they appear and use them to gain the upper hand against your opponents. Avoid opponents who pick up weapons at all costs.

HOLD IT, I'M EATING

Food appears on the ring's floor when you defeat an opponent. Pick it up so that you have something to eat should you take too much damage.

MORE THAN YOU CAN CHEW

As you progress through the rounds of Fight Club, the number of opponents looking to tear off your head increases. Steer clear of any fighters that are having at it—they do not engage until you get too close or provoke them. This dramatically lessens the problem of being outnumbered.



Stilwater Prison Fight Club

unlocks

Level 3 Completion: Special Homie Legal Lee

Level 6 Completion: Special Homie Troy

Welcome (back) to Stilwater Prison. While you originally weren't planning to stay long, you run into a guard that lets you in on a little secret. The guards have set up a prison Fight Club where inmates are pitted against each other in brutal melee combat. The prisoners gain the benefit of venting their frustrations while the guards can make a little money on the side placing bets.

With your fighting abilities and his betting abilities, he suggests that you get into the fight so that the both of you can share the winnings.

Arena Fight Club

unlocks

Level 3 Completion: Melee Damage +5%

Level 6 Completion: Melee Damage +15%

Just before the upcoming cage match at the Ultor Arena, you run into one of the fighters in the locker room. His doctor won't clear him to fight because his hand is broken and he has a torn ACL. You decide to take advantage of the opportunity by taking his place in the fight.

drug trafficking

Drug Trafficking requires you to protect local drug dealers as they peddle their goods across the streets of Stilwater. You take the passenger seat while they drive around and hit up clients. It's your responsibility to keep the dealer alive during his transactions. You have an unlimited amount of pistol ammunition, so blast away at the incoming enemies and keep the dealer safe!

Drug Trafficking Tips & Tricks

FILL 'ER UP

Obtain as much ammunition as you can before starting a Drug Trafficking mission. While you are provided with unlimited ammo for your pistol, it's good to have your heavier weapons available for use as well. This allows you to cause a greater amount of damage in a shorter period of time.

DON'T LOSE SIGHT

Remain close to the drug dealer you're protecting. While venturing away to preemptively take out any attacks works well in the short term, straying too far away causes you to lose the dealer you are assigned to protect and fail the mission.

LOOK MA, NO HANDS

If you see an opposing gang member racing at you in a vehicle, aim your reticule toward the driver instead of the vehicle itself. This uses up less ammo and prevents the driver from having enough time to run into you.

Airport Drug Trafficking

unlocks

Level 3 Completion: XS-2 Ultimax Shotgun

Level 6 Completion: Unlimited Shotgun Ammo

Tobias, an affiliate of yours from the old days, used to benefit from your help in getting drugs from his hands to the users on the streets. Now you need his brother's help to make some cash and establish yourself on the street. While working at the airport, he obtained some valuable merchandise and needs your protection to get the good from point A to point B.

Hotels & Marina Drug Trafficking

unlocks

Level 3 Completion: -5% Ronin Notoriety Reduction Time

Level 6 Completion: -15% Ronin Notoriety Reduction Time

While scoping out drug deals for the Columbians in the Hotels & Marina District, you run into Liz, an old acquaintance. You're surprised to see her out on the streets selling drugs when she used to be on an unlimited payroll from Manuel Orejuela, her ex-boyfriend who left her for a younger woman. She asks for your help in selling and you agree to help her out, if only to watch the drama unfold.

FUZZ

In FUZZ, you are cast as the star of a nationally broadcast cop show. Your objective is to rough up criminals around the city and get juicy footage while doing it. A cameraman follows you around as you take down the designated criminals, and the Footage meter fills as you do so. It's up to you to give the cameraman a full set of Footage before time runs out.

FUZZ Tips & Tricks

WEAPON OF CHOICE

Occasionally, the cameraman may request that you use a specific weapon to take out the upcoming designated target. Follow the requests in order to gain extra Footage.

TAKE CARE OF THE CAMERA MAN

You can't fill up the Footage meter if there's not a cameraman nearby to record your actions. Always wait for him to get in the car with you when traveling to a new location, and avoid hurting him in the crossfire. Leaving him behind or accidentally killing him ensures mission failure.

SOUND YOUR SIREN

Turn on your siren when driving from location to location. Other drivers pull over to the side of the road when they see you coming, making for a faster ride.

Suburbs Expansion FUZZ

unlocks

Level 3 Completion: -5% Police Notoriety Reduction Timer

Level 6 Completion: -15% Police Notoriety Reduction Timer

When you show up to meet with the FUZZ casting director's assistant, she gives you the 411 on the current crisis at hand. The Stilwater police officer that was supposed to be featured on tonight's episode of FUZZ has been taken to the hospital, and she needs you to take their place since you happen to be a perfect physical match. You must drive around Stilwater pretending to be a cop on national TV—there are worse ways to spend a day.

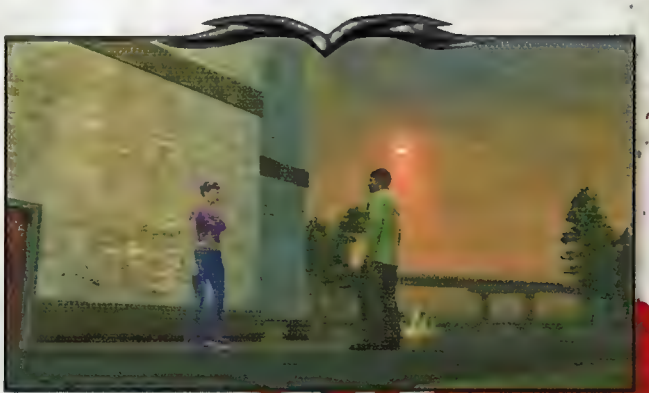
Projects FUZZ

unlocks

Level 3 Completion: Kobra

Level 6 Completion: Unlimited Pistol Ammo

Legal Lee wants to make the Stilwater police department look like a bunch of brutes, and you are just the person he needs. He wants you to pretend to be a cop and beat up a bunch of innocents for FUZZ to paint the SPD in a bad light.



heli assault

Saddle up in the cockpit of an assault helicopter and take to the skies of Stilwater. Your friends on the streets need air support to help them get from point to point without getting stopped by the competition.

You're given an unlimited amount of minigun and missile ammo, then given assignments ranging from destroying target enemy vehicles to escorting allies to safety. A time limit appears for assault missions, dictating how long you have to destroy the designated targets. Your allies' health is tracked when taking on an escort assignment.

Drug Trafficking Tips & Tricks

USE MISSILES

Missiles are your most powerful weapon. While the minigun does provide a steady stream of bullets, your missile launcher is equipped with a lock-on system that guarantees contact. A well-placed missile can sometimes destroy multiple targets as well.

KEEP AN EYE OUT

Enemy vehicles stand out in the crowd. Their bright color patterns reflect their gang affiliation, making them easy targets to spot within all the traffic. Their vehicles are also of the same make as each other, so scan the area when you find one enemy to see if any others are following alongside them.

LOOK AHEAD

Always check your Minimap, especially during escort missions. Your ally only has a certain amount of health, and getting the jump on incoming enemies can mean the difference between life and death for your friends below.

Barrio Heli Assault

unlocks

Level 3 Completion: -5% Incoming Bullet Damage

Level 6 Completion: -15% Incoming Bullet Damage

The Saints want to start pushing their product on the streets of Stilwater but need your help to take out the Sons of Samedi before they can do so. The other homies are looking to you to take up the pilot's seat and take out the enemy gang.

Trailer Park Heli Assault

unlocks

Level 3 Completion: -5% Weapon Purchase Discount

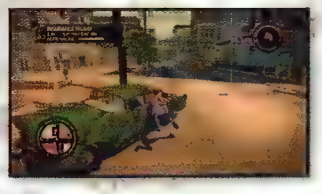
Level 6 Completion: -15% Weapon Purchase Discount

Shaundi needs your help to make drug deals around town. The other gangs don't like the Saints taking away clients, so she's expecting to run into some resistance along her route. She wants you to pilot an assault chopper and defend her from incoming enemy vehicles.

Insurance Fraud

Roughing yourself up as badly as you can is the name of the game here, as this activity requires you to throw yourself into painful situations. Your goal is to accumulate a specified amount of physical damage within the allotted time in order to move on to the next level.

To fill your meter, you must remain limp while recklessly throwing yourself into danger. Only damage taken while limp goes towards your cash meter. Additionally, getting injured in specially marked zones within each area garners more adrenaline and cash.



Insurance Fraud Tips & Tricks

LIVING IN THE FAST LANE

Never pass up the opportunity to visit the freeway if a particular location provides one within its range of locations. Freeways are a great place to rack up large numbers in a short amount of time. With so many cars and trucks driving at break neck speed, you can easily set yourself up for some truly over the top crash injuries.

ADRENALINE MODE

Your adrenaline meter rises higher and higher as you take more damage. When the meter fills to the top, you are granted an unlimited amount of sprinting power for a short period of time. This allows you to set up bigger and faster falls; thereby intensifying any accident you get into.

CONTROL YOUR FALL

Use the movement controls to direct your trajectory when thrown up in the air. Look for big freeways and use the speeding cars and trucks to get knocked in the air. Direct your fall to the nearest moving vehicle to increase your chances of getting hit again and extending your damage numbers.

Factories Insurance Fraud

unlocks

Level 3 Completion: Double Sprint Meter

Level 6 Completion: Unlimited Sprint

A sketchy doctor approaches you with the task of helping him get rich by faking injuries on the streets. You tell him that the last doctor you helped out ended up in jail, but he doesn't care. He says that staying out of jail is his problem to take care of and that if you want his money then you'd better get out there and start breaking some bones.

Museum Insurance Fraud

unlocks

Level 3 Completion: -5% Damage from Vehicles

Level 6 Completion: -15% Damage from Vehicles

One of Stilwater's female doctors approaches you with a proposition. She wants to make it into the Brilliant Book of World Records through besting her male counterparts in the amount of successfully performed surgeries. She believes this can help further the cause of females in the medical field.

That's where you come in. She needs you to go out to the streets and fake injuries so that she can claim to have operated on you multiple times. While unethical, she doesn't care as long as it helps to legitimize female professionals in the industry.

Snatch

The objective of Snatch is to return stolen hos to their rightful owners. Now their new pimps aren't just about to let you walk away with their moneymakers, so be ready to put up a fight. You have a limited amount of time and a set number of hos to rescue during each mission, so speed is very important. Rescue these ladies of the night from their captors and return them to safety.

Snatch Tips & Tricks

JOIN THE PARTY

Pick up multiple girls before returning them to the drop-off point during Snatch missions. This way you don't waste precious time driving back and forth.

DON'T SWEAT THE SMALL STUFF

Don't worry about eliminating individual attackers; instead focus your attention on larger threats in groups of two or three. It's not worth taking the time to eliminate just one enemy—a single gang member isn't enough to take out your vehicle.

BIGGER CAR, MORE HOS

Always use a four-door car when picking up hos so that you can fit three at a time. There's nothing like picking up a ho only to find out that there's no room for her to get in the car.

Chinatown Snatch

unlocks

Level 3 Completion: Health Regeneration Speed x2

Level 6 Completion: Health Regeneration Speed x3

A longtime associate of yours has run into some financial trouble and is being forced to close her massage parlor. All of the girls Wu previously employed have been stolen away by pimps and she no longer has a source of income. The massage parlor has been a key Stilwater landmark for years, and you, being a keen historian, couldn't stand to see it go. The only way to fix this mess is to forcefully take the girls away from their pimps and get them back into the parlo

Downtown Snatch

unlocks

Level 3 Completion: GAL 43 Submachine Gun

Level 6 Completion: Unlimited Submachine Gun Ammo

Helmers, one of the more despicable pimps in Stilwater, has somehow misplaced all of his working girls. This doesn't come as a surprise to you, considering he spends his days sitting around and drinking an excessive amount of beer. He asks if you would be so kind as to help round up his girls, which you agree to wholeheartedly as long as there's payment involved.

hitman

unlocks

One List Completed: Grenades Available at Crib

Two Lists Completed: Satchel Charges Available at Crib

Three Lists Completed: Unlimited Rifle Ammo

You're given a checklist of targets, each with unique habits and quirks you must exploit in order to successfully find and kill them. Locate and activate any Hitman location to receive your list of prey. You may dispatch your assigned targets at your leisure and convenience. Feel free to look over the catalog of prospective kills for vital information on how to find the targets.

Hitman Tips & Tricks

A HUD'S VIEW

Place a target on your HUD by accessing the Info tab in the Pause Menu. Choose the target you want to track from the HUD Hit List. Keep a target on your HUD at all times so you don't miss out on a quick kill. It's the only way you are able to see the target on the Minimap if they are nearby.

TRICKED YA!

Some of your targets realize that there are assassins out to get them. These targets sometimes plant a decoy to try and throw you off the real target. After killing their decoy, you have a short amount of time to catch up to the real mark and make the hit.

Saints Row Hitman

Pick up the Saints Row hit list in the Harrowgate precinct of the Saints Row District. Information on your targets is transferred over the phone.

Apoop

LAST SPOTTED IN...

Barrio—On Track

TIP OFF

Apoop spends his time at nightclubs in the Barrio. He only shows up if the place is crowded so waiting on the dance floor ensures an appearance.

Apoop
Larry
Seabaugh
Mr. Flegel
Lt. Fireball
Apoop is a metrosexual Indian man with two loves: dancing and club sodas.
He hangs out at the nightclubs in the Barrio, but only deigns to dance if the floor is crowded. Wait on the dance floor and he's bound to show up.
Target Name
Apoop
Target Location
Barrio - On Track

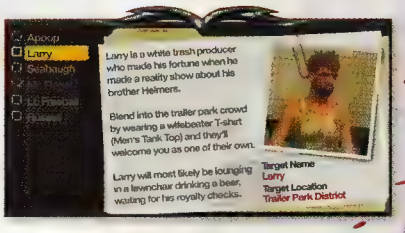
Larry

LAST SPOTTED IN...

Trailer Park District

TIP OFF

Larry is sitting in his lawn chair at the Trailer Park. In order to find him, you must camouflage yourself in the garb of the natives by wearing a men's tank top.


Apoop
Larry
Seabaugh
Mr. Flegel
Lt. Fireball
Larry is a white trash producer who made his fortune when he made a reality show about his brother Helmers.
Blend into the trailer park crowd by wearing a wifebeater T-shirt (Men's Tank Top) and they'll welcome you as one of their own.
Larry will most likely be lounging in a lawnchair drinking a beer, waiting for his royalty checks.
Target Name
Larry
Target Location
Trailer Park District

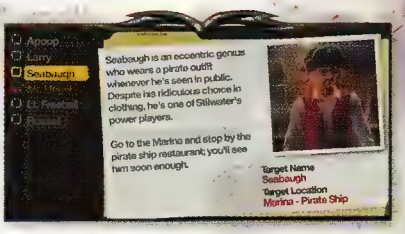
Seabaugh

LAST SPOTTED IN...

Marina—Pirate Ship

TIP OFF

Seaebaugh wears pirate apparel at all times, making him easy to pick out in a crowd. Stop by the pirate ship restaurant in the Marina and pay him a visit.


Apoop
Larry
Seabaugh
Mr. Flegel
Lt. Fireball
Seabaugh is an eccentric genius who wears a pirate outfit whenever he's seen in public. Despite his ridiculous choice in clothing, he's one of Stilwater's power players.
Go to the Marina and stop by the pirate ship restaurant; you'll see him soon enough.
Target Name
Seabaugh
Target Location
Marina - Pirate Ship

Mr. Flegel

LAST SPOTTED IN...

Red Light—Tattoo Parlor

TIP OFF

This punk rock jerk is in the Red Light District, but you won't find him unless you have a tattoo.

Apoop
Larry
Seabaugh
Mr. Flegel
Lt. Fireball
Mr. Flegel is nothing short of a tattooed war god.
He can be found in the Red Light district tattoo parlor but he will only show up to critcize your choice in tattoos after you get one.
Target Name
Mr. Flegel
Target Location
Red Light - Tattoo Parlor

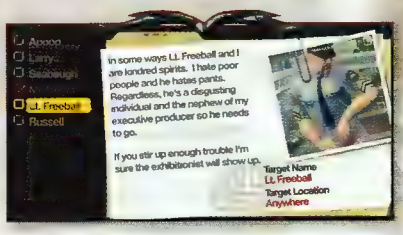
Lt. Freeball

LAST SPOTTED IN...

All of Stilwater

TIP OFF

This nutty cop doesn't wear pants. Keep your eyes peeled for a scantily clad officer of the law throughout your sojourns. You can more easily attract his attention by causing trouble with city law enforcement.


Anoop
Larry
Seabaugh
Lt. Freeball
Russell
In some ways Lt. Freeball and I are kindred spirits. I hate poor people and he hates pants. Regardless, he's a disgusting individual and the nephew of my executive producer so he needs to go.
If you stir up enough trouble I'm sure the exhibitionist will show up.
Target Name
Lt. Freeball
Target Location
Anywhere

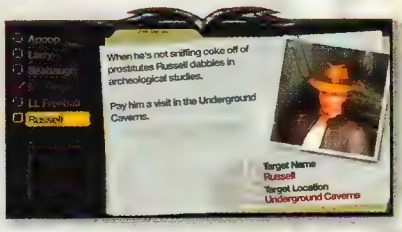
Russell

LAST SPOTTED IN...

Underground Caverns

TIP OFF

Look for this lowlife archeologist in the Underground Caverns. Spot him by looking out for his trademark fedora.



Barrio Hitman

While in the Barrio District, you receive a call from someone that owes money after betting on the SU chess match and losing. They want you to take out the people to whoem they owe money.

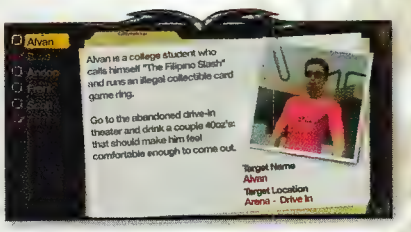
Alvan

LAST SPOTTED IN...

Arena—Drive In

TIP OFF

Keep your eyes peeled for this target whenever you're near the Stilwater arena. You can lure him to you if you first drink a few 40oz beers. Doing so makes him feel like he can take advantage of you in your inebriated state.


Alvan
Brad
Anoop
Frank
Scott
James
Alvan is a college student who calls himself "The Filipino Slash" and runs an illegal collectible card game ring.
Go to the abandoned drive-in theater and drink a couple 40oz's; that should make him feel comfortable enough to come out.
Target Name
Alvan
Target Location
Arena - Drive In

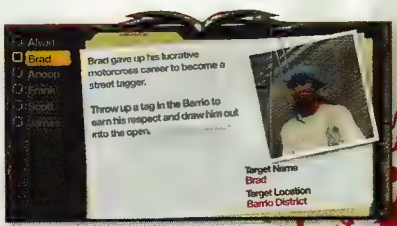
Brad

LAST SPOTTED IN...

Barrio District

TIP OFF

This graffiti artist doesn't like to share the Barrio's landscape with other artists. Lure him out from the shadows by tagging a wall in the Barrio District.



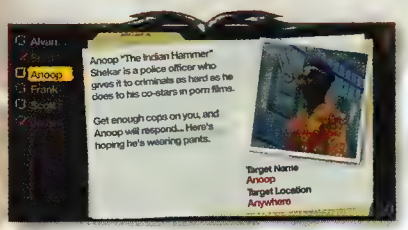
Anoop

LAST SPOTTED IN...

All of Stilwater

TIP OFF

This police officer wears a Hawaiin shirt. Keep an eye out for him whenever you attract police attention.


Alvan
Anoop
Frank
Scott
Anoop "The Indian Hammer" Shekar is a police officer who gives it to criminals as hard as he does to his co-stars in porn films.
Get enough cops on you, and Anoop will respond... Here's hoping he's wearing pants.
Target Name
Anoop
Target Location
Anywhere

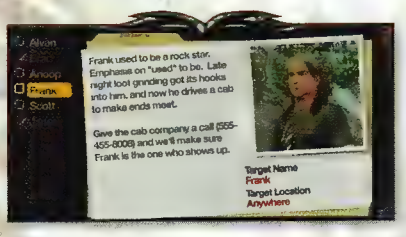
Frank

LAST SPOTTED IN...

All of Stilwater

TIP OFF

Frank's a cabbie. Just dial 555-455-8008 to call him up for a ride and shoot him when he arrives.


Alvan
Anoop
Frank
Scott
Frank used to be a rock star. Emphasis on "used" to be. Late night toot grinding got its hooks into him, and now he drives a cab to make ends meet.
Give the cab company a call (555-455-8008) and we'll make sure Frank is the one who shows up.
Target Name
Frank
Target Location
Anywhere

Scott

LAST SPOTTED IN...

All of Stilwater

TIP OFF

Call this delivery by dialing 555-6328 on your mobile phone. Look for him in an orange polo shirt.

Alvan
Anoop
Frank
Scott
Scott's a delivery guy who saw the wrong thing when he was making a delivery. We can't have him talking to anybody.
Have some Freckle Bitch's food delivered (555-6328) then take him out.
Target Name
Scott
Target Location
Anywhere

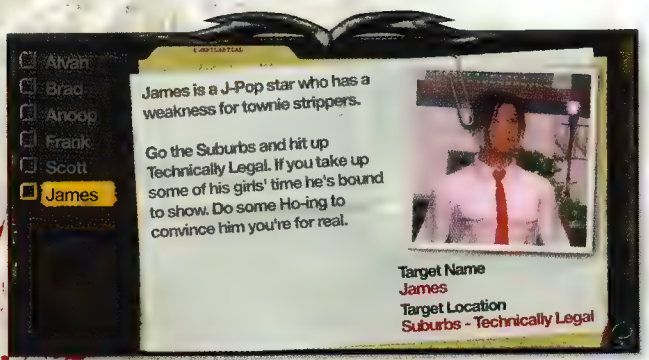
James

LAST SPOTTED IN...

Suburbs—Technically Legal

TIP OFF

This J-Pop rock star has an unusual attraction for local street workers. Visit a few of the ladies of the night, then wait for him to show up at the Technically Legal strip club.


Alvan
Brad
Anoop
Frank
Scott
James
James is a J-Pop star who has a weakness for townie strippers.
Go the Suburbs and hit up Technically Legal. If you take up some of his girls' time he's bound to show. Do some Ho-ing to convince him you're for real.
Target Name
James
Target Location
Suburbs - Technically Legal

Trailer Park Hitman

While spending some quality time in the Trailer Park District, you receive a phone call from a mysterious source telling you that they need some targets taken out. Not one to pass up an opportunity for some cash, you take the assignment.

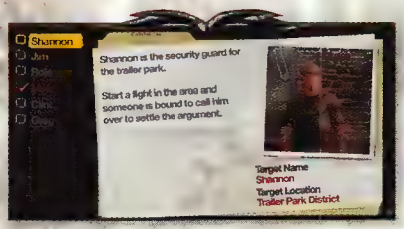
Shannon

LAST SPOTTED IN...

Trailer Park District

TIP OFF

Start a fight while in the Trailer Park District to cajole this redneck security guard into breaking up the fight.


Shannon
Shannon is the security guard for the trailer park.
Start a fight in the area and someone is bound to call him over to settle the argument.
Target Name
Shannon
Target Location
Trailer Park District

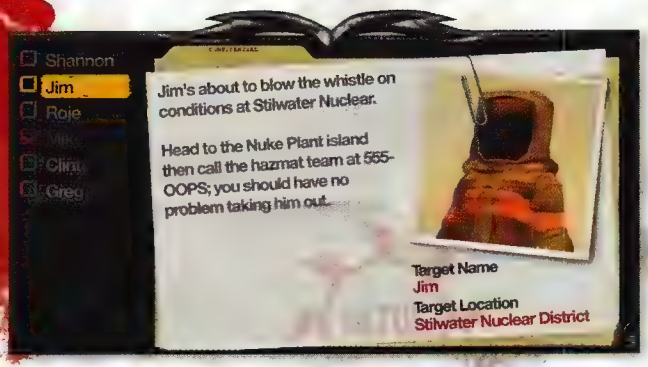
Jim

LAST SPOTTED IN...

Stilwater Nuclear District

TIP OFF

Visit the nuclear power plant and call the hazardous materials squad. Their number is 555-6677. Jim works for the Hazmat team, so he is bound to appear.


Shannon
Jim
Roje
Clint
Greg
Jim's about to blow the whistle on conditions at Stilwater Nuclear.
Head to the Nuke Plant island then call the hazmat team at 555-OOPS; you should have no problem taking him out.
Target Name
Jim
Target Location
Stilwater Nuclear District

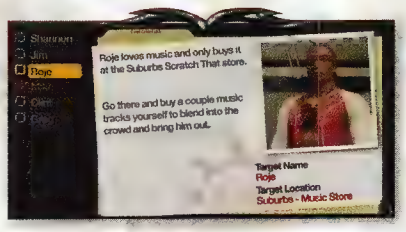
Roje

LAST SPOTTED IN...

Suburbs—Scratch That music store

TIP OFF

Buy some music tracks at Scratch That to lure out Roje.


Roje
Roje loves music and only buys it at the Suburbs Scratch That store.
Go there and buy a couple music tracks yourself to blend into the crowd and bring him out.
Target Name
Roje
Target Location
Suburbs - Music Store

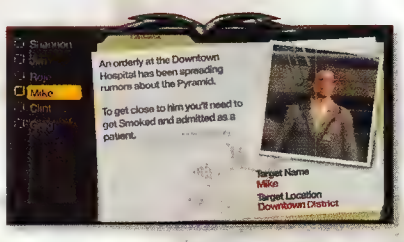
Mike

LAST SPOTTED IN...

Downtown District Hospital

TIP OFF

The best way to find this target is to get smoked while in the Downtown District. Find and shoot the orderly when you arrive at the hospital.


Mike
An orderly at the Downtown Hospital has been spreading rumors about the Pyramid.
To get close to him you'll need to get Smoked and admitted as a patient.
Target Name
Mike
Target Location
Downtown District

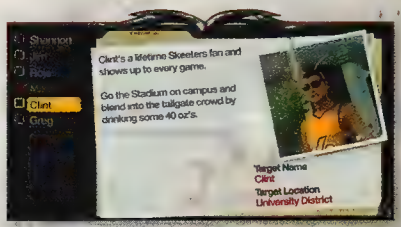
Clint

LAST SPOTTED IN...

University District—Stadium

TIP OFF

Travel to the campus stadium and drink some forties to draw out this target. This sports fan wears yellow antennae.


Clint
Clint's a lifetime Skeeters fan and shows up to every game.
Go the Stadium on campus and blend into the tailgate crowd by drinking some 40 oz's.
Target Name
Clint
Target Location
University District

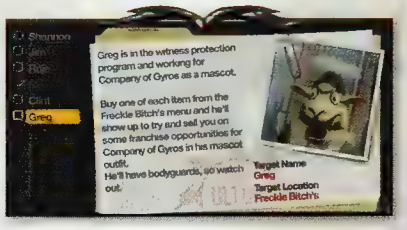
Greg

LAST SPOTTED IN...

Freckle Bitch's

TIP OFF

This target may be the most easily recognizable of them all—look for a man wearing a goat costume. Order one of each item at Freckle Bitch's to lure this creep out into your trap.


Greg
Greg is in the witness protection program and working for Company of Gyros as a mascot.
Buy one of each item from the Freckle Bitch's menu and he'll show up to try and sell you on some franchise opportunities for Company of Gyros in his mascot outfit.
He'll have bodyguards, so watch out.
Target Name
Greg
Target Location
Freckle Bitch's

Hotels & Marina Hitman

You receive a call from an individual with some court cases still in litigation. He needs you to take out some targets to ensure the verdicts are all called in his favor.

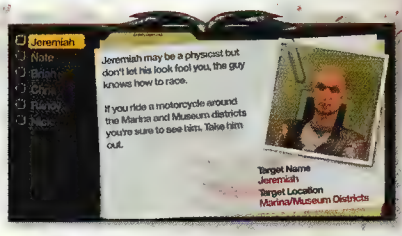
Jeremiah

LAST SPOTTED IN...

Marina/Museum Districts

TIP OFF

Hop on a motorcycle in the Marina and Museum District to attract Jeremiah. Look for a slim guy with a shaved head, cutoff shirt, and sleeve tattoos.


Jeremiah
Jeremiah may be a physicist but don't let his look fool you, the guy knows how to race.
If you ride a motorcycle around the Marina and Museum districts you're sure to see him. Take him out.
Target Name
Jeremiah
Target Location
Marina/Museum Districts

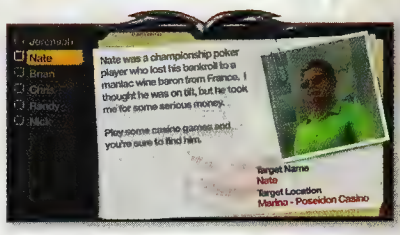
Nate

LAST SPOTTED IN...

Marina—Poseidon Casino

TIP OFF

This championship poker player can never resist the opportunity to best others in a game of chance. Lure him out by playing some games at the Poseidon Casino.


Nate
Nate was a championship poker player who lost his bankroll to a maniac wine baron from France. I thought he was on tilt, but he took me for some serious money.
Play some casino games and you're sure to find him.
Target Name
Nate
Target Location
Marina - Poseidon Casino

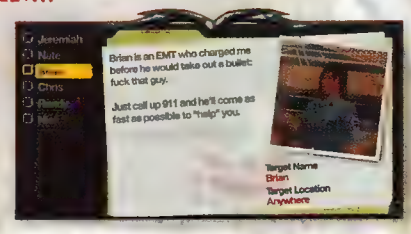
Brian

LAST SPOTTED IN...

All of Stilwater

TIP OFF

Dial 911 to coax this EMT right into your hands.


Brian is an EMT who charged me before he would take out a bullet. fuck that guy.
Just call up 911 and he'll come as fast as possible to "help" you.
Target Name
Brian
Target Location
Anywhere

Chris

LAST SPOTTED IN...

Museum Gift Shop

TIP OFF

This target is at the Buy Jove gift shop in the museum. Look for the man with a soul patch and take aim.

Chris is a nihilist I lost 40 grand to in a sentence diagramming contest. He likes to hang out at the Buy Jove gift shop to remind people he's smarter than them.
Head there, find him and waste him.
Target Name
Chris
Target Location
Museum Gift Shop

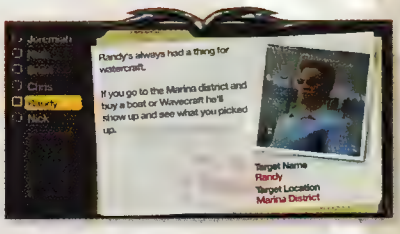
Randy

LAST SPOTTED IN...

Marina District

TIP OFF

Randy can't resist checking out other people's rides at the dock. Purchase a boat or Wavecraft in the Marina District to lure the admirer out into the open.


Randy's always had a thing for watercraft.
If you go to the Marina district and buy a boat or Wavecraft he'll show up and see what you picked up.
Target Name
Randy
Target Location
Marina District

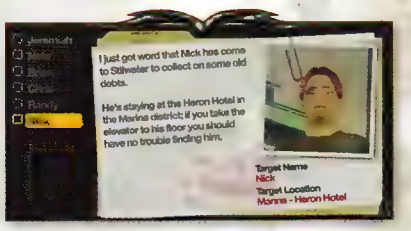
Nick

LAST SPOTTED IN...

Marina[md] Heron Hotel

TIP OFF

Look for this creep spending his time at the top of the Heron Hotel with some very questionable ladies. Take the lobby elevator to reach him.


I just got word that Nick has come to Stilwater to collect on some old debts.
He's staying at the Heron Hotel in the Marina district. If you take the elevator to his floor you should have no trouble finding him.
Target Name
Nick
Target Location
Marina - Heron Hotel

Prison Hitman

You receive a call from a mysterious man while visiting the Stilwater Prison. He tells you that some former sponsors of his are refusing to pay him the money they owe and he'd like you to take them out as punishment.

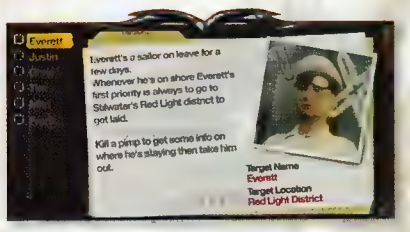
Everett

LAST SPOTTED IN...

Red Light District

TIP OFF

Kill a pimp while in the Red Light District to lure out Everett. You can easily spot him by watching out for his sailor cap.


Everett's a sailor on leave for a few days.
Whenever he's on shore Everett's first priority is always to go to Stilwater's Red Light district to get laid.
Kill a pimp to get some info on where he's staying then take him out.
Target Name
Everett
Target Location
Red Light District

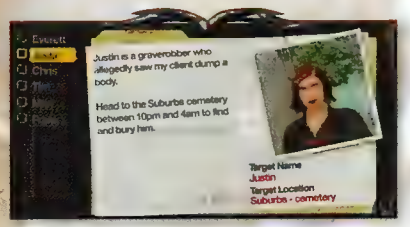
Justin

LAST SPOTTED IN...

Suburbs—cemetery

TIP OFF

You can find this gothic grave robber in the Stilwater Suburbs cemetery any time between 10PM and 4AM in the morning.


Justin is a graverobber who allegedly saw my client dump a body.
Head to the Suburbs cemetery between 10pm and 4am to find and bury him.
Target Name
Justin
Target Location
Suburbs - cemetery

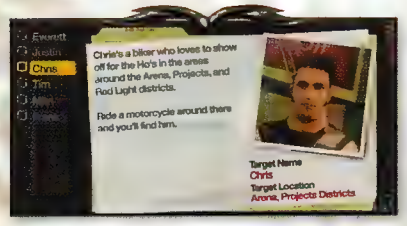
Chris

LAST SPOTTED IN...

Arena, Projects, and Red Light Districts

TIP OFF

Chris can't resist a good motorcycle-riding companion. Steal a bike and cruise around the Projects, Red Light, and Arena District to entice this biker out into the open.


Chris's a biker who loves to show off for the Ho's in the areas around the Arena, Projects, and Red Light districts.
Ride a motorcycle around there and you'll find him.
Target Name
Chris
Target Location
Arena, Projects Districts

Tim

LAST SPOTTED IN...

All of Stilwater

TIP OFF

Summon Tim by calling the Fire Department at 555-3473.

Tim is a fireman who mistakenly thinks he's seen my client light 31 different buildings on fire.
Call the Fire Department at 555-FIRE and when he shows up we can clear up the misunderstanding.
Target Name
Tim
Target Location
Anywhere

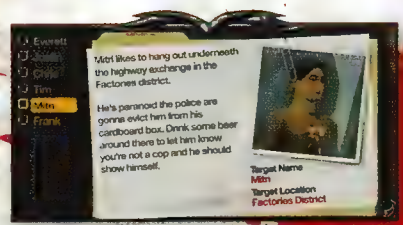
Mitri

LAST SPOTTED IN...

Factories District

TIP OFF

Drink some beer underneath the highway exchange in the Factories District to lure Mitri out of hiding.


Mitri likes to hang out underneath the highway exchange in the Factories district.
He's paranoid the police are gonna evict him from his cardboard box. Drink some beer around there to let him know you're not a cop and he should show himself.
Target Name
Mitri
Target Location
Factories District

Frank

LAST SPOTTED IN...

All of Stilwater

TIP OFF

You must go on a rampage within the city to get Frank out in the open. He's an FBI agent and only appears in Stilwater when there's a highly wanted criminal on the streets.

Frank is an honest FBI agent and in my line of work that's a problem.
If you cause enough trouble Troy will have no choice but to call the feds in.
Target Name
Frank
Target Location
Anywhere

chop shop

unlocks

One List Completed: Buggy Available at Crib

Two Lists Completed: Combine Available at Crib

Three Lists Completed: 75% Vehicle Store Discount

Chop Shop presents you with a list of specific cars to steal. You are free to steal the cars whenever you wish after activating the Activity. Visit the Activities selection under the Info menu to see the list of cars and the specific cash and Respect reward provided by each.

You must return the vehicles to their designated Chop Shops in order to receive your reward.

Chop Shop Tips & Tricks

THE SET UP

Activate all Chop Shop missions early in the game. Many of the vehicles called for on the lists are plentifully scattered throughout Stilwater, while others are as rare as Bigfoot. This increases your chances of hopping into a wanted vehicle while traveling throughout Stilwater.

DAMAGE YOUR REPUTATION

You automatically acquire Police Notoriety when you hop into a wanted vehicle. While you're bound to get a little banged up in your high-speed race toward the drop-off point, be mindful that losing your car in an explosion means losing the option to bring it in for cash and Respect.

Suburbs Chop Shop

You receive a call from someone that is friends with an environmentalist named Krif Jacobs. They would like to you obtain these cars for him.

Mockingbird

COMMONLY FOUND IN

Suburbs District

REWARD

$1,000 Cash

200 Respect

Churchill

COMMONLY FOUND IN

Suburbs Expansion District

REWARD

$1,250 Cash

250 Respect

Hammerhead

COMMONLY FOUND IN

Downtown District

REWARD

$1,500 Cash

300 Respect

Compton

COMMONLY FOUND IN

Museum District

REWARD

$1,750 Cash

400 Respect

Topher

COMMONLY FOUND IN

Hotels and Marina District

REWARD

$2,000 Cash

500 Respect

Quota

COMMONLY FOUND IN

High End Retail District

REWARD

$2,500 Cash

600 Respect

Five-O

COMMONLY FOUND IN

Suburbs District

REWARD

$3,000 Cash

700 Respect

Ambulance

COMMONLY FOUND IN

Suburbs Expansion District

REWARD

$3,500 Cash

800 Respect

Downtown Chop Shop

You receive a call from a disgruntled shoe store employee that needs to get a gift for someone named Manuel. He gives you a list of cars to boost so that this gift can happen.

Go!

COMMONLY FOUND IN

Trailer Park

REWARD

$1,000 Cash

200 Respect

Taxi

COMMONLY FOUND IN

Suburbs Expansion District

REWARD

$1,250 Cash

150 Respect

Welington

COMMONLY FOUND IN

Downtown District

REWARD

$1,500 Cash

300 Respect

Alaskan

COMMONLY FOUND IN

Hotels and Marina District

REWARD

$1,750 Cash

400 Respect

Varsity

COMMONLY FOUND IN

Downtown District

REWARD

$2,000 Cash

500 Respect

Zenith

COMMONLY FOUND IN

Hotels and Marina District

REWARD

$2,500 Cash

600 Respect

Justice

COMMONLY FOUND IN

Suburbs Expansion District

REWARD

$2,000 Cash

200 Respect

Titan

COMMONLY FOUND IN

Downtown District

REWARD

$3,500 Cash

800 Respect

Apartments Chop Shop

You receive a call saying the Ultor Corporation would like these cars.

Swindle

COMMONLY FOUND IN

University District

REWARD

$1,000 Cash

200 Respect

Betsy

COMMONLY FOUND IN

Arena District

REWARD

$1,250 Cash

250 Respect

NRG V8

COMMONLY FOUND IN

Barrio District

REWARD

$1,500 Cash

300 Respect

Raycaster

COMMONLY FOUND IN

Chinatown District

REWARD

$1,750 Cash

400 Respect

Melbourne

COMMONLY FOUND IN

Airport District

REWARD

$2,000 Cash

500 Respect

Bezier

COMMONLY FOUND IN

Apartments District

REWARD

$2,500 Cash

600 Respect

Cosmos

COMMONLY FOUND IN

Projects District

REWARD

$3,000 Cash

700 Respect

Status Quo

COMMONLY FOUND IN

Red Light District

REWARD

$3,500 Cash

800 Respect

Truckyard Chop Shop

You receive a call from a car collector looking for boosted cars. You are more than happy to oblige.

Voxel

COMMONLY FOUND IN

Barrio District

REWARD

$1,000 Cash

200 Respect

Magma

COMMONLY FOUND IN

Projects District

REWARD

$1,250 Cash

250 Respect

Attrazione

COMMONLY FOUND IN

Red Light District

REWARD

$1,500 Cash

300 Respect

Superiore

COMMONLY FOUND IN

Airport District

REWARD

$1,750 Cash

400 Respect

Venom Classic

COMMONLY FOUND IN

Chinatown District

REWARD

$2,000 Cash

500 Respect

Eiswolf

COMMONLY FOUND IN

Saints Row District

REWARD

$2,500 Cash

600 Respect

Socialite

COMMONLY FOUND IN

Apartments District

REWARD

$3,000 Cash

700 Respect

Peacekeeper

COMMONLY FOUND IN

Saints Row District

REWARD

$3,500 Cash

800 Respect

Factories Chop Shop

You receive a call from a parent whose daughter is turning 16 years old and it's time to get her a car (or eight). Do them the favor of nabbing those cars and making some extra dough.

Voyage

COMMONLY FOUND IN

Docks District

REWARD

$1,000 Cash

200 Respect

Danville

COMMONLY FOUND IN

Truck Yard District

REWARD

$1,250 Cash

250 Respect

Mag

COMMONLY FOUND IN

Projects District

REWARD

$1,500 Cash

300 Respect

Bag Boy

COMMONLY FOUND IN

Airport District

REWARD

$1,750 Cash

400 Respect

Backhoe

COMMONLY FOUND IN

Barrio District

REWARD

$2,000 Cash

500 Respect

Bulldozer

COMMONLY FOUND IN

Factories District

REWARD

$2,500 Cash

600 Respect

Delivery Truck

COMMONLY FOUND IN

Saints Row District

REWARD

$3,000 Cash

700 Respect

Longhauler

COMMONLY FOUND IN

Red Light District

REWARD

$3,500 Cash

800 Respect

Diversions

collection

CD Collection

There are fifty CDs hidden throughout the city of Stilwater. A new song is unlocked for every ten CDs you find up until the fortieth. Collect them all to have access to all the music in the game!

unlocks

- 10 CDs - Bachelor Samba
- 20 CDs - Coconuts
- 30 CDs - Marvelous Singers Remix
- 40 CDs - Stereo Cha Cha
- 50 CDs - Music Store 100% Discount

Diversions

Tagging

Paint your name over the city and let your rivals know who's on top. Tagging is a both a great way to earn Respect and to show the city's people where you've been. There are a total of fifty Tag spots in the city.

Stunt Jumps

There are eighty ramps throughout the city waiting for you. Get a fast car, line up with the ramp, accelerate and fly off it for big air and big Respect.

Unlocks

Bootlegger Vehicle Available at Crib

Barnstorming

Put your piloting skills to the test! There are thirty five Barnstorming targets within Stilwater. Fly under and through tight pathways to earn Respect for your death-defying stunts of flight mastery.

Secret Areas

Every good city has its fair share of interesting sights, and Stilwater's no different. While most cities only have a handful of its quirky locations, Stilwater has thirty two.

This isn't the quaintest town around.
Rated Arrrrrr!
Raid that tomb like nobody's business.
Fight! Fight! Fight!
Go ninja, go ninja, go… shopping.
Stilwater's Triangle.
Big screen show stopper.
I don't remember Camp Clafin being like this…
What are you hiding under there?
Gone for a second and look what happens to the Row.
Root for the home team.
Am I gonna have to bust some caps?
Killer Zombies!
Stalagmite Mania!
Tat up at Rusty's.
Check this crib for a place to park your heli.
The Brotherhood don't play nice.
Down for the count
Shoot up, up, and away.

Jobs

Ambulance EMT

unlocks

- Shock Paddles
- Ambulance Available at Crib

Get behind the wheel of an ambulance and do some good for a change. When you steal an ambulance, you may act like an EMT, helping fellow Stilwater citizens in need.

Perform CPR and use defibrillators to save victims on the edge of death. Follow the message prompt for instructions on how to revive your patients within the given time limit.

Ambulance EMT Tips & Tricks

ONE BEFORE THE OTHER

If you've activated the Suburbs Chop Shop list, take the ambulance to the Chop Shop before attempting any EMT missions. Taking control of the ambulance leads to three levels of Police Notoriety.

Fire Truck

unlocks

- Custom Fire Truck Available at Crib
- Firefighter Outfit

Extinguish fires around Stilwater in the Fire Truck diversion. Call a fire truck to your location by dialing 555-FIRE on your phone, only to steal it when it arrives. You must put out fires marked on the GPS using the fire extinguisher within the given time limit.

Fire Truck Tips & Tricks

BURNING DESIRE

Don't overuse your fire extinguisher when putting out fires inside of target buildings. The extinguisher doesn't have an unlimited amount of spray and if you use too much of it you must run back out to your fire truck for a refill.

Ho-ing

unlocks

Custom Saints Pimp Outfit

Various seedy locations around Stilwater lend the perfect spot for ho-ing out to paying customers. Follow the on-screen commands to properly pleasure your client until the Pleasure meter fills—you definitely want them to leave smiling and satisfied.

Taxi Driver

unlocks

Custom Taxi Available at Crib

Steal a taxi and drive around picking up and dropping off customers to earn cash. You're given a time limit, so get to it.

Taxi Driver Tips & Tricks

YOU TALKIN' TO ME?!

Some customers have special requests. Older passengers may ask for you to drive slowly, while clients in a hurry might demand that you get them to their destination in haste. Listen to their requests to earn a higher payment in the end.

Tow Truck

unlocks

Custom Tow Truck Available at Crib

Comb the streets of Stilwater and repossess cars whose owners are past due on payments. Steal a tow truck and follow your GPS to the location of the target vehicle and hitch it up. Take it to the nearest tow yard to claim your monetary prize. Repeat. You receive less money if the car is damaged, so drive carefully.

Tow Truck Tips & Tricks

STRAIGHT AND NARROW

You need to be extra cautious about taking turns on your way back to the tow yard. The weight of the hitched vehicle can easily cause you to spin out, wasting time and potentially damaging your cargo.

stunts

Activities and Diversions aren't your only source of income. *Saints Row 2* rewards you for playing the game creatively. Killing rival gang member in interesting ways, pulling off dangerous driving maneuvers and even jumping out of an airplane can all lead to Respect rewards. Live life on the edge and earn the Respect you deserve, it can really add up.

Driving Stunts

unlocks

Three Gold Star Rating in Big Air/Oncoming Traffic/Near Miss:
Stunt Vehicle Available at Crib

Vehicle Surfing

unlocks

Three Gold Star Rating: Traffic Cone Hat

Combat Tricks

unlocks

Max Rating in gang kills plus minimum rating in all other combat tricks:
AR-50 XMAC with Grenade Launcher

Max Rating in gang kills: Black Leather Jacket

Basejumping

unlocks

Three Gold Star Jump Rating:
Fall Damage Reduced by 100% Higher Rebound on Impact

stay on target

It's easy to accidentally overshoot your landing by pressing forward too forcefully. Pull back when you near the landing radius to prevent yourself from missing the bonus landing zone.

Minigames

Blackjack/Poker

Try your hand at a game of cards in any casino around the Marina District for a chance to earn, or lose, a large sum of money.

Drive-by Diversion

A Drive-by is a great way to earn cash and Respect. Use your submachine gun when shooting rival gang members and don't forget that only kills made from within your car count toward the body count. Also, if your vehicle starts to take too much damage, you have thirty seconds to jump out of it and get into a new one.

Flashing

Flashing is a fun way to earn some Respect. It also is a quick way for you to get some unwanted attention from citizens you flash. Watch out for angered citizens after you flash them, especially ones with weapons.

Store Hold-Ups

Unlocks

Completed 20 Hold-Ups: 100% Discount at Food/Liquor Stores

Not all store owners comply with being robbed. To ensure their cooperation, keep your reticule on them the entire time they lead you to the safe.

Hostage

Unlocks

Completed Hostage 10 Times: ATV Vehicle Available at Crib

Jump into a car with a passenger and dodge police to collect a ransom. Take turns often to avoid road blocks and keep from crashing, otherwise the hostage has the chance to bail from the car and end the Diversion.

Mugging

Unlocks

30 Muggings: Paintball Headgear

50 Muggings: Special Homie Jane Valderama

Stilwater citizens often find time to relax on a bench with anything from a laptop, to a girlfriend. This is the perfect opportunity to mug them. You can also mug citizens who are standing in doorways, or even fishing.

Streaking

Running the streets in the nude may be fun, unless of course you are being taped on Fuzz. Look for crowded areas such as the mall or the Marina District for maximum thrills.

Zombie Uprising

Unlocks

Total Completion: Zombie Mask

Killing Zombies can become a full time job. Gather as many weapons as you possibly can. The further along you get in the game, the more dangerous and daring the zombies become. Watch out for the fire runners!

Multiplayer

Even when you've conquered *Saints Row 2*'s single player experience, there is a still a robust multiplayer mode that continues to provide non-stop action online.

multiplayer badges

Instill fear in your foes and confidence in your allies by earning these Badges and showing everyone just how much skill you possess.

Badge	Acquired
Road Rage	150 people killed by vehicle impact
Trigger Happy	100,000 shots fired
Brain Surgeon	100 headshot kills
Burnout	10 opponents killed using fire
Mass Murder	10 multi-kills
No Questions Asked	10 matches with 20 or more kills
Leadfoot	2000s time in first place
Saint Picasso	100 tags taken
Assault and Battery	10 melee kills (not counting slaps)
Fully Loaded	Fill all inventory slots
Track Star	3000s time spent sprinting
Original Gangsta	10 ranked matches played
Team Spirit	10 slap kills
Pimp	20 matches played
Demo Demon	Car driven until it exploded
Nutjob	100 nutshot kills
Party Animal	1 custom match hosted and won
Regulator	5 matches with >$30,000 scored
Ar...	Saints Row 2 MP played on September 19th
Wrecking Crew	50,000 Mayhem/Derby damage dealt

tags

Keep an eye out for Tag spots on the Minimap, which provide your special abilities to your team. There are eleven unique Tag abilities available. However, each game is only allowed four random Tag choices. Don't underestimate the bonuses granted by these Tags. Try to accumulate one or two from the beginning to start off the match with the upper hand.

Cash Flow

This slowly adds up the amount of cash your team receives over time. Some multiplayer games have the option of four Cash Flow Tags. The more Tags you control, the more cash flows in at a time.

Police

This gives your team police support, which enables cops to attack your opponents. If you are lucky, the cops can kill your opponents. Who says cops can't be your friends?

Super Sprint

Each player on your team earns extended sprint time. This is particularly helpful for such levels as Theft and Brawl. It can also be used by a scout to lure rival gang members into a trap.

Double Kill Bonus

This gives your team a 2X Kill Bonus, which is good for any round; doubling the money you receive per kill. Combined with the Cash Flow Tag, your team should pull in the dough with ease.

Nitrous

Your opponents can't kill you if they can't reach you. This is great for Racing and Demolition Derby, and at times for running down your opponents.

Pimp Slap

Your team becomes equipped the foam finger, which guarantees a one-hit kill every time. This is great for Brawl and throwing cars in Hitman.

Stealth

This gives your team stealth, which does not allow the other team to see your location on the Minimap.

Extra Ammo

You will never win the match if you don't have the ammunition to protect yourself. This Tag is more than simply useful in all situations involving gun battle.

More Health

More health is an advantage for all rounds, especially Brawl. This really helps turn the tide for player duels and can mean the difference between life and death if somebody gets the jump on you.

Accurate Weapons

This Tag gives your team more accuracy. It's helpful when aiming for specific targets, such as in Hitman.

Smokescreen

Instead of doing something positive for your team, this tag affects your opposing team negatively. It creates a trail of smoke behind your opponents, obscuring their vision. Your teams can also watch for the dark clouds in the distance to spot the enemy's location.

to tag or not to tag?

Using Tags is a calculated risk and should be weighed against whether or not they're worth the effort. Consider the mode you're playing, the amount of time left, the opposition, and the Tag's location / proximity before taking the time to go for the diversion

activities

There are eight modes for Activities, each of which can have three, seven, or unlimited rounds randomly chosen for each multiplayer match.

Demolition Derby

Avoid Gigatruck, who is sure to defeat any car in a head-to-head battle. Having the Nitrous Tag for your team is helpful for this round, as is a strong vehicle.

Hitman

This mode requires you to take down both VIPs on foot and in cars. The VIPs on foot are easy targets compared to those driving. Both the extra protection the vehicle provides and the fact that they are fast moving targets make them harder to kill. Getting the Super Sprint tag is extremely helpful when pursuing targets on foot.

Insurance Fraud

In the fraud area you are able to throw yourself, or a teammate, into the path of oncoming traffic. Stay within the boundaries as the task does not work outside of the blue rectangle. Keep a lookout for speeding vehicles that may throw you further and are less likely to slow down or stop in your path.

Mayhem

Aim for immobile objects, such as benches and mailboxes. Also, keep an eye out for explosive objects, which can take out large amounts of property at once. Finally, be ready to move out to the next area quickly, as the designated scoring area changes position midway through the round.

Racing

In the Racing mode, get to the starting line on time in order to have the advantage of getting in first place. Follow the arrows as if it was a single player race, but look out for bonus cash checkpoints, which are colored green and have a "$" icon inside them. These are worth an extra $200 dollars each. However, don't be greedy! Many of these bonus checkpoints are positioned near obstacles and you may crash into them.

Snatch

Kill pimps in order to commandeer their ho and either protect them for a slow flow of cash, or bring them to a client for a nice lump some of $2,000. Having a car is vital in this mode, which enables you to move your ho to a customer more quickly. The ho disappears after fulfilling her client's wishes, so be prepared to find a new one quickly. It is important to remember that you can only have one ho at a time.

Theft

Steal objects from bystanders or pick them up off the ground to bring to a fence. Like Snatch, you'll do much better if you use a car to reach each piece of loot / fence. In this mode, you should also do what is needed to hinder your opponents by knocking them over or killing them in order to prevent them from fencing objects. While you're at it, why not steal their loot and fence it for yourself?

Brawl

Like a good deathmatch, the only goal in this mode is to kill your opponents. Each kill is worth double the standard amount ($3000), so get busy. Pick up strong weapons, and be sure to use tags that are helpful in combat, such as Pimp Slap, More Health, and Extra Ammo.

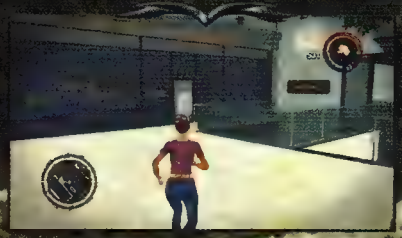
Bonus Material

Bonus Mission

For those of you wondering what ever came to be of Julius or his dealings with Dex and Troy Bradshaw from the original *Saints Row*, there's a hidden treat here made especially for you. A bonus Mission becomes available after completion of the second Prologue Mission, Appointed Defender.

The Truth Behind that Night

Travel to the Stilwater Police Station in the South Saint's Row District after completing the first two missions. Enter the station and enter the Detective Bureau on the third floor. There are three wiretap conversations you can listen to in this room.



Walk into Troy's office in the adjoining room and activate the Mission marker by his desk. Acquire Dex's cell phone number from his files and call the number.

The bonus Mission is now active and located at the Saint's Row Church in the heart of the Saint's Row District. Go there and settle your score.

cheat codes

Cheats are entered using the in game CELL PHONE interface, and activated with the DIAL button. Enabling a cheat prevents the acquisition of Achievements

gameplay

Cash	#2274666399
No Cops	#50
No Gangs	#51
Sprint	#6
Health	#1
Pratfall	#5
MILK BONES	#3
InfiniteMass	#2
Ammo	#11
Elevator to Heaven	#12
Anger Cops	#4
Anger Gangs	#35
Never Die	#36
Super Saints	#8
Unlimited Clip	#9
Super Explosions	#7

vehicles

Fix'er Up	#1056
Venom Classic	#1079
Five0	#1055
Stillwater Municipal	#1072
Baron	#1047
Attrazione	#1043
Zenith	#1081
Vortex	#1080
Phoenix	#1064
Bootlegger	#1049
Raycaster	#1068
Hollywood	#1057
Justice	#1058
Compton	#1052
Elswolf	#1053

vehicles

Taxi	#1074
Ambulance	#1040
Backhoe	#1045
Bag Boy	#1046
Rampage	#1067
Reaper	#1069
The Job	#1075
Quota	#1066
FBI	#1054
Mog	#1060
Bulldog	#1050
Quasar	#1065
Titan	#1076
Varsity	#1078
Anchor	#1041
Backdraft	#1044
Sabretooth	#804
Sandstorm	#805
Kamoda	#801
Widowmaker	#806
Kenshin	#802
Melbourne	#803
Miami	#826
Python	#827
Hurricane	#825
Shark	#828
Skipper	#829
Mongoose	#1062
Superiore	#1073
Tornado	#713
Horizon	#711
Wolverine	#714
Snipes57	#712
Bear	#1048
Toad	#1077
Kent	#1059
Oring	#1063
Mixmaster	#1061
Atlasbreaker	#1042
Septic Avenger	#1070
Shaft	#1071
Bulldozer	#1051

weapons

AR50	#923
K6 Krukov	#935
GDHC	#932
NR4	#942
44 Shepherd	#921
Tombstone	#956
T3K Urban	#954
Vice 9	#957
AS14	#925
12 Gauge	#920
SKR-9	#951
McManus2010	#938
Baseball Bat	#926
Knife	#936
Molotov	#940
Grenade	#933
Nightstick	#941
Pipe Bomb	#945
RPG	#946
Tire Iron	#955
Pimp Cane	#944
AR200	#922
AR50_launcher	#924
Chainsaw	#927
Fire_Extinguisher	#928
Flamethrower	#929
Flashbang	#930
GAL43	#931
HOLT55	#934
Machete	#937
Minigun	#939
Pepper_Spray	#943
RPG_Annihilator	#947
Samurai_Sword	#948
Satchel	#949
Shock_Paddles	#950
Sledgehammer	#952
Stungun	#953
XS-2	#958
Pimp Slap	#969

weather

Clear Skies	#78669
Heavy Rain	#78666
Light Rain	#78668
Overcast	#78665
Test Time 1	#2400
Test Time 2	#1200
Wrath of God	#666

world

Evil Cars	#16
Ped War	#19
Drunk	#15
Raining Peds	#20
Low Gravity	#18

Saints Material

360 achievements

missions *6 - 220 points*

Achievement	Description	Value
Welcome Back	Completed the Saints Revival prologue	5 points
Seppuku	Defeated the Ronin	40 points
Brother's Keeper	Defeated the Brotherhood	40 points
Remind Me of the Babe	Defeated the Sons of Samedi	40 points
Secret - A Brighter Future	Defeated the Ultor Corporation epilogue	80 points
Secret - Vengeance	Exacted revenge on Julius	15 points

activities *13 - 230 points*

Achievement	Description	Value
Crime Lord	Completed all levels of all activities	50 points
Velvet Rope	Completed all levels of Crowd Control	15 points
Demolition Man	Completed all levels of Demolition Derby	15 points
Purple Haze	Completed all levels of Drug Trafficking	15 points
Trickster	Completed all levels of Escort	15 points
Do Not Talk About It	Completed all levels of Fight Club	15 points
Reality Star	Completed all levels of FUZZ	15 points
HeliGood	Completed all levels of Heli Assault	15 points
Stuntman	Completed all levels of Trail Blazin'	15 points
Ambulance Chaser	Completed all levels of Insurance Fraud	15 points
Wrecking Crew	Completed all levels of Mayhem	15 points
Splatster Chief	Completed all levels of Septic Truck	15 points
...But It Sure Is Fun	Completed all levels of Snatch	15 points

coop *6 - 210 points*

Achievement	Description	Value
Duelist	Beat all Ronin missions in co-op	25 points
Pot Luck	Beat all Samedi missions in co-op	25 points
Seperated at Birth	Beat all Brotherhood missions in co-op	25 points
Partners in Crime	Beat all campaign missions in co-op	100 points
Confidence Men	Beat all activites in co-op	25 points
True Pal	Defeated your partner in a co-op diversion	10 points

diversions *10 - 100 points*

Achievement	Description	Value
Blue Collar	Beat Tow Truck, Fire truck, Ambulance, and Taxi diversions	10 points
Duke of Stilwater	Found all stunt jumps in Stilwater	10 points
Maverick Goose	Found all flying stunt locations in Stilwater	10 points
Hi-Fidelity	Found all CDs in Stilwater	15 points
All-City	Found and sprayed all 50 tags in Stilwater	10 points
Where's My Car?	Delivered all the cars to the chop shops	10 points
Hello 47	Killed all hitman targets	10 points
Quick and Pissed	Completed all races in Stilwater	15 points
Romero's Hero	Completed the Zombie Uprising video game	5 points
Surf's Up	Got 3 gold stars in Vehicle Surfing	5 points

random *8 - 60 points*

Achievement	Description	Value
Secret - Stilwater Welcoming Committee	Muged 50 citizens of Stilwater	5 points
Secret - I'm not Addicted!	Gambled $500,000 total lifetime	5 points
Secret - Aww Nuts!	Hit 100 lifetime nut shots in single player or co-op	5 points
Secret - Trash Talker	Taunted 50 gang members	5 points
Secret - Going the Distance	Threw someone 30 meters or farther	5 points
Secret - Love Thy Neighbor	Grabbed 50 human shields	5 points
Secret - Soprano	Sung along to the radio	10 points
Secret - Still Addicted to tha Row	Played Saints Row 2 in single player or co-op for a combined 50 hours	20 points

mp achievements *7 - 180 points*

Achievement	Description	Value
Strong Armed	Completed the Strong Arm tutorial	10 points
Hoodlum	Earned 7 Strong Arm badges	30 points
Made	Earned 15 Strong Arm badges	30 points
Kingpin	Earned all Strong Arm badges	40 points
Tested	Won 10 Strong Arm matches	10 points
Block Party	Host a Custom Match	30 points
Saints Seven	Won all 7 Strong Arm Activities on Won on All Strong Arm maps	30 points

Official Strategy Guide

©2008 DK Publishing, a division of Penguin Group (USA), Inc.

BradyGAMES® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

DK/BradyGames, a division of Penguin Group (USA) Inc
An Imprint of DK Publishing, Inc.
800 East 96th Street, 3rd Floor
Indianapolis, Indiana 46240

©2008 THQ Inc. Developed by Volition, Inc. Saints Row 2, Volition, Inc., THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN: 978-0-7440-1012-1

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 08-1 shows that the first printing of the book occurred in 2007.

11 10 09 08 4 3 2 1

Printed in the USA.

bradygames staff

Publisher
David Waybright

Editor-In-Chief
H. Leigh Davis

Licensing Manager
Mike Degler

Marketing Manager
Debby Neubauer

credits

Written By
Dan Nael and Alan Johnson

Senior Development Editor
Ken Schmidt

Screenshot Editor
Michael Owen

Book Designer
Carol Stamile

Production Team
Areva

Chop Shop
Crowd Control
Demolition Derby
Drug Trafficking
Escort
Fight Club
Fuzz
Heli Assault
Hitman
Insurance Fraud
Mayhem
Racing
Septic Avenger
Snatch
Trail Blazing
Cribs
Crib Purchase
Vehicle Dealers
Clothing
Foods
Forgive and Forget
Jewelry
Liquor
Mechanic
Music
Plastic Surgeon
Tattoo
Weapons

Ronin

Suburbs Expansion
Suburbs
High End Retail
Marina
Museum
Apartment
Nuke Plant
Downtown
Redlight

N

© 2008 THQ Inc. Developed by Volition, Inc. Saints Row 2, Volition, Inc., THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

The Brotherhood

Chinatown
Truckyard
Barrio
Docks
Trailer Park
Arena
Redlight
University
Projects

Sons of Samedi

Factories

Saints Row 2
New Saints Row
Ultor

Saints Row 2

Take Back Your Turf

Five years have passed since the explosion that marked the end of the 3rd Street Saints. During that time, three new groups moved in to fill the void of gangland power: the Sons of Samedi, The Brotherhood, and the Ronin. These gangs control most of the city, while the Saints are no more. If you want to restore the Saints to their former glory, then you need this guide!

complete walkthrough

From your first groggy steps after waking up out of a coma to finally claiming all the rival strongholds, your path to dominance is chronicled inside!

surviving in stilwater

Everything you need to know about vehicles, weapons, and stores as well as gaining respect and dealing with notoriety.

game secrets

Get everything from bonus characters to unlockable rewards!

bonus fold-out

Whether you're looking for Activities, Stores, or potential Cribs, they're all found on a two-sided poster inside!

BRADYGAMES
www.bradygames.com

volition inc
www.volition-inc.com

THQ
www.thq.com

$19.99 USA/$21.99 CAN/£12.99 Net UK

ISBN-13: 978-074401012-1
ISBN-10: 074401012-8
51999
9 780744 010121
7 52073 01012 6

©2008 THQ Inc. Developed by Volition, Inc. Saints Row 2, Volition, Inc., THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!